clutch

THE ART OF SKYLANDERS: SUPERCHARGERS

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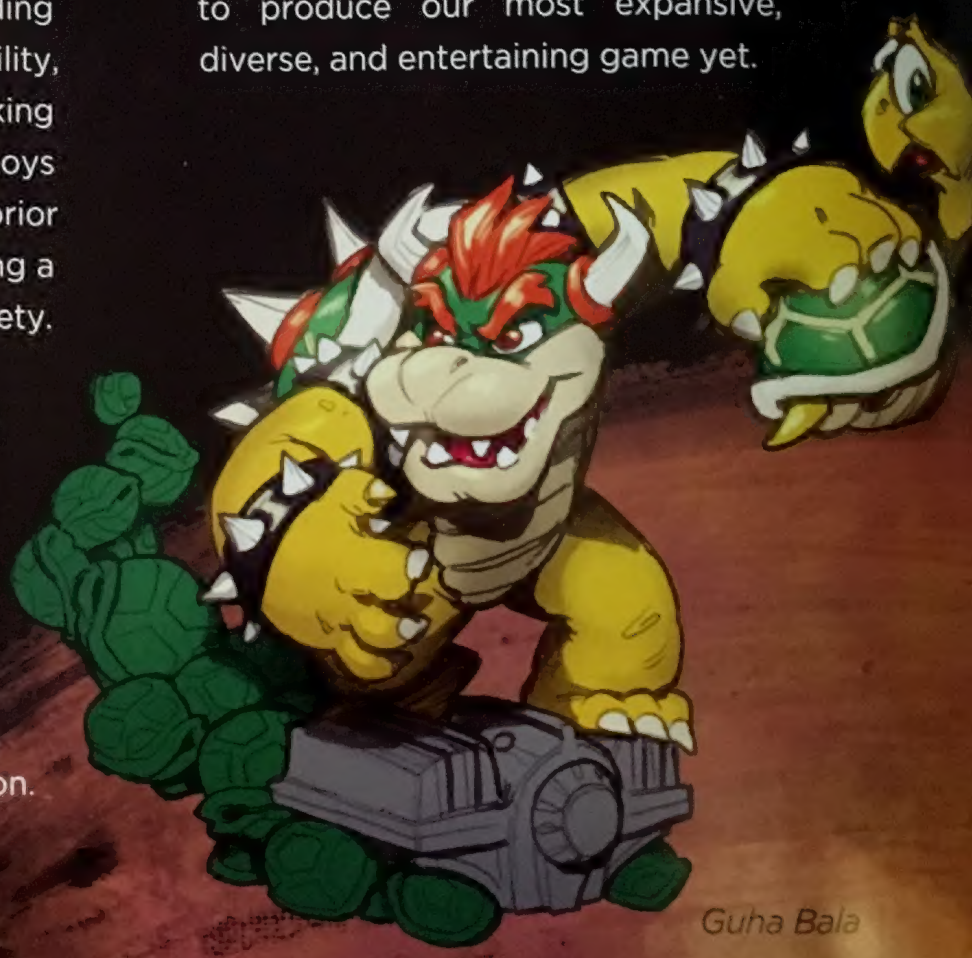
FOREWORD

by Guha & Karthik Bala

In *Skylanders SuperChargers*, we set out to fundamentally change how players enjoyed *Skylanders*, and to bring a new type of toy to life: vehicles. It was a lofty goal that presented some tough challenges. First, changing the gameplay to incorporate vehicles while building on *Skylanders*' strengths of accessibility, charm, and epic adventure. Second, making distinctive vehicle experiences with the toys and the game that stand apart from prior vehicle toys and games. And third, following a child's imagination: no limits and huge variety.

Channeling our inner child, our vehicle aspirations started with fast cars, motorcycles, and trucks. But we quickly went to the sky with planes, helicopters, and UFOs; then into the sea with submarines, powerboats, and hovercraft; and finally, we wrapped it all into a seamless flow with on-foot action.

We also integrated variety into our unique levels (each with a cool game twist and visual signature) and in our first rich online experience, including multiplayer racing. In exploring these areas, we pushed our own boundaries to produce our most expansive, diverse, and entertaining game yet.



Guha Bala

The art of *Skylanders SuperChargers* is a memento of our team's creative journey from the earliest notions of what vehicles looked like in the Skylands, to how they fit with the world, the heroes, the enemies, and what's fun about them. It captured a key element of our studio's culture: the iteration between design, art, and technology, each riffing on the other to shape the creative experience. It helped us visualize the high bar for quality that we value, as well as the magical experience we had in mind for our players. The art also reminded us that in the face of tremendous creative challenges, the crazy adventure that we had embarked upon would be worth the journey.

Karthik Bala

As with all journeys, the folks who continuously supported us deserve our greatest appreciation, especially our spouses and significant others, our partner studios, and our partner companies. They help us realize our aspirations.

I could have never imagined the ways we'd transform even the most common vehicle types into such colorful, fun rides. They absolutely belong in Skylands, and you absolutely want them on your shelf.

– Stephen Moss

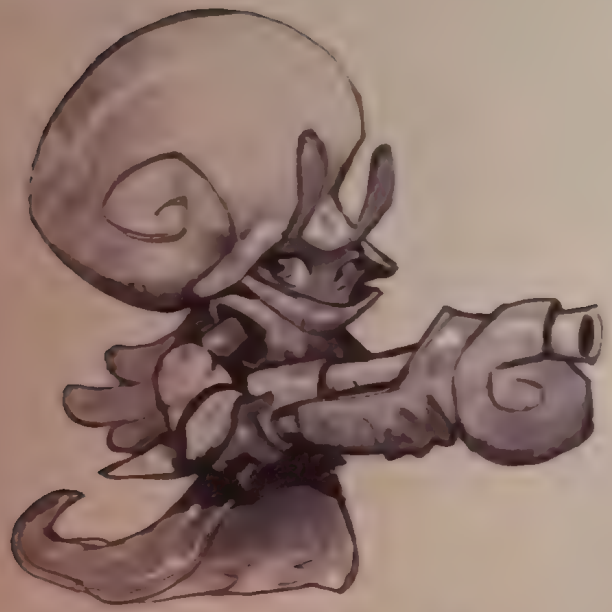
HEROES & VEHICLES

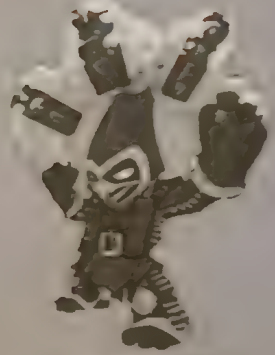
CHARACTER & VEHICLE EXPLORATION

It was a long and difficult road to the finish line for SuperChargers, but the passion and drive of everyone here at VV came through and delivered another fantastic experience.

– Romy Cayetano

FIRE
GIRL
SUSH CHEF
SQUID/OCTO
WASABI



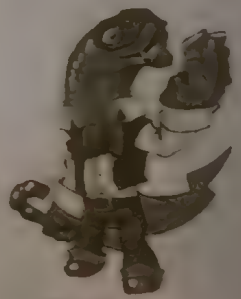

FORTUNE CUCKOO

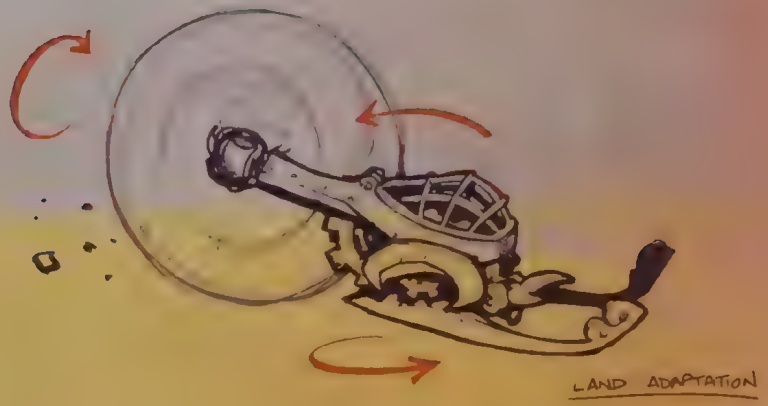

ROLLER OYSTER


ROCKTOP BOOSTER


SQUARE ROOT


TAIL CLAB DRIVER

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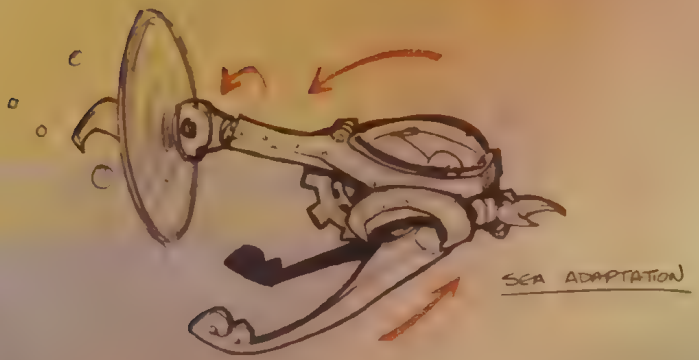
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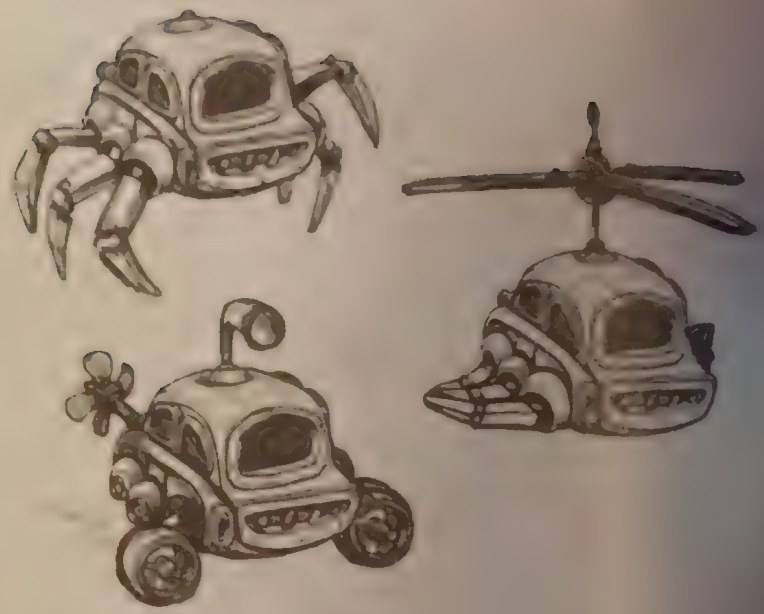
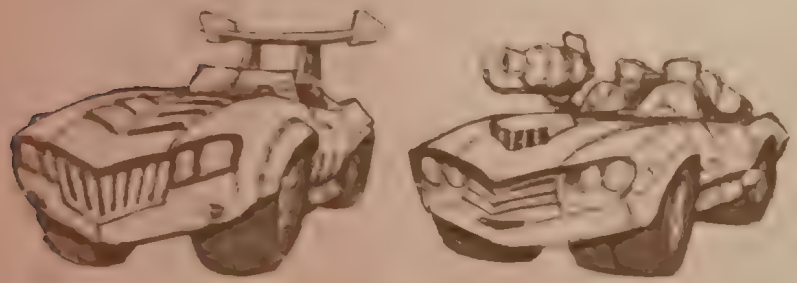
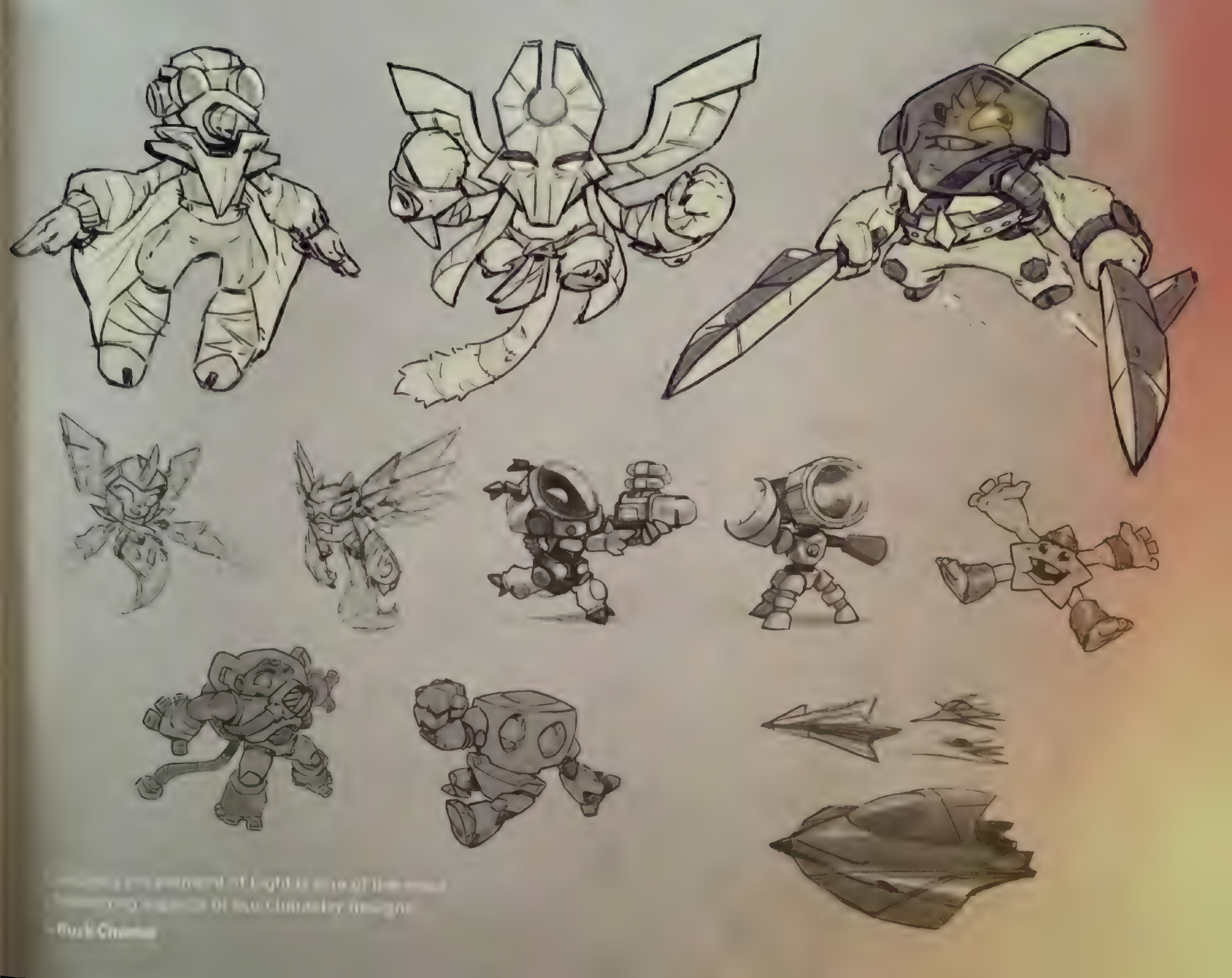





SKYLANDERS
SUPER CHARGERS

ASTROBLAST & SUN RUNNER



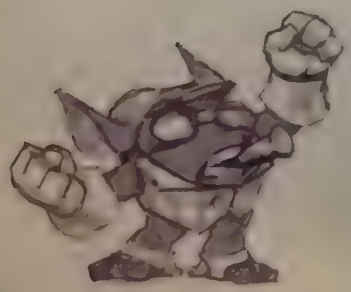
[illegible] pre-placement of Light is one of the most
[illegible] aspects of Isu Climaxter Images.
– Rusk Chamse

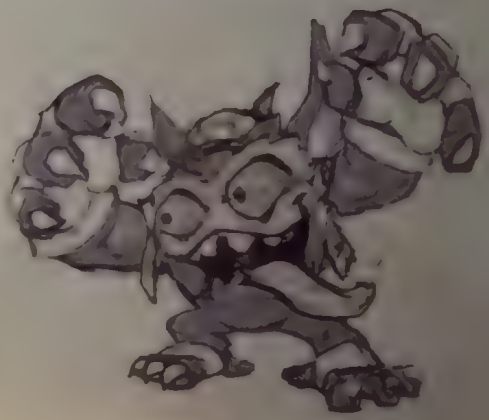
Come [illegible] all Astroloxia is Special Combo-[illegible] you ink [illegible] mean?

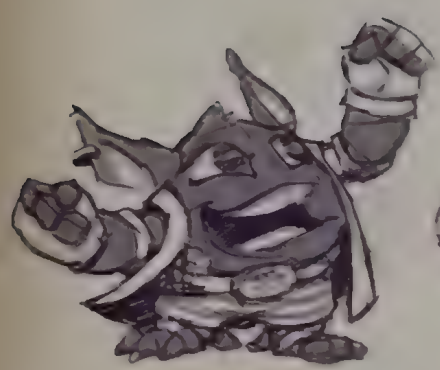
– Jeremy Russo

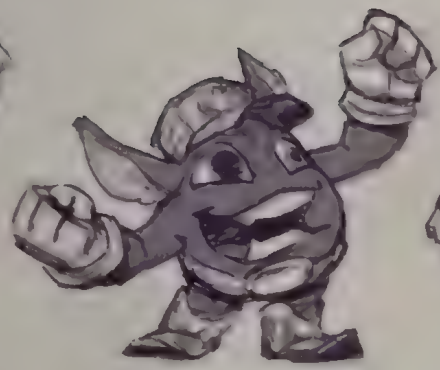
BIG BUBBLE

POP FIZZ & SODA SKIMMER

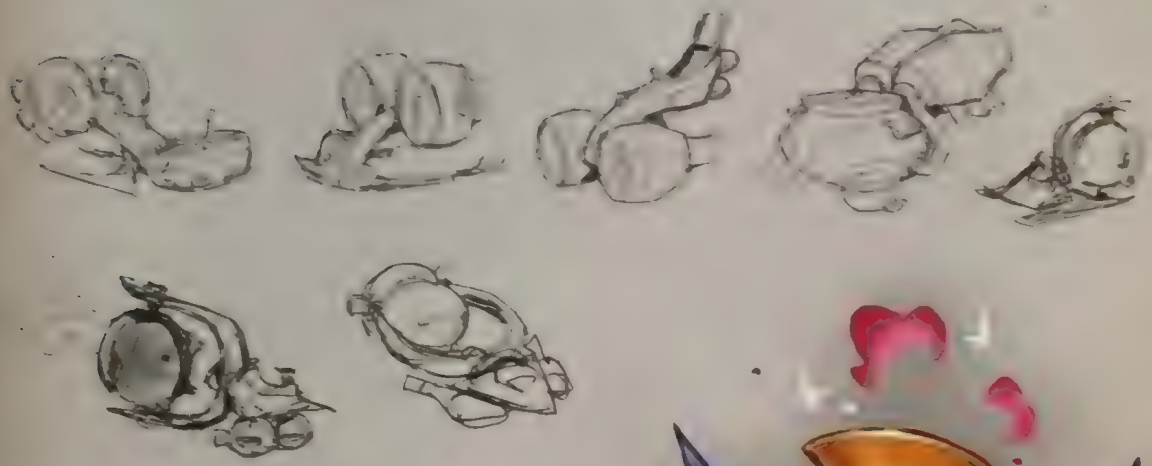


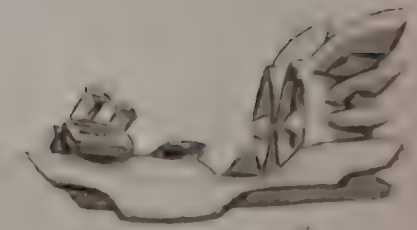


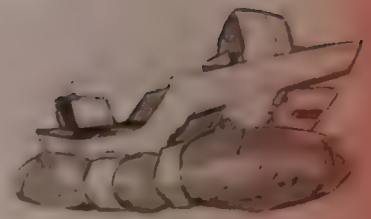


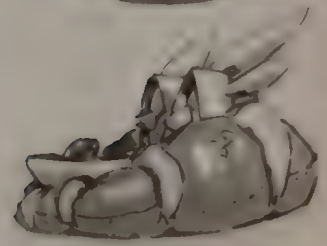


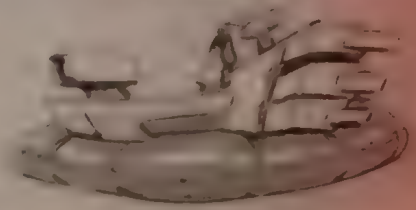

Welder Mask
Mecano Pop Fizz
Gas Tank
Steel Toe Loop
Mohawk
Bottle
Pop Fizz
Magic Cool
Cool Juice Pop Fizz
Cool Bag
Classy Boots

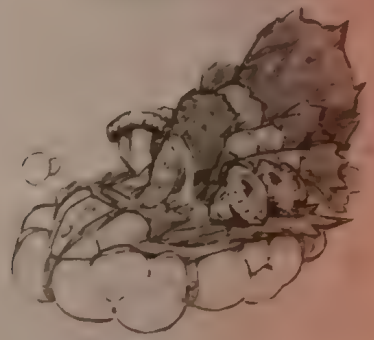


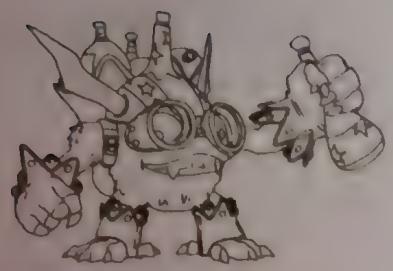


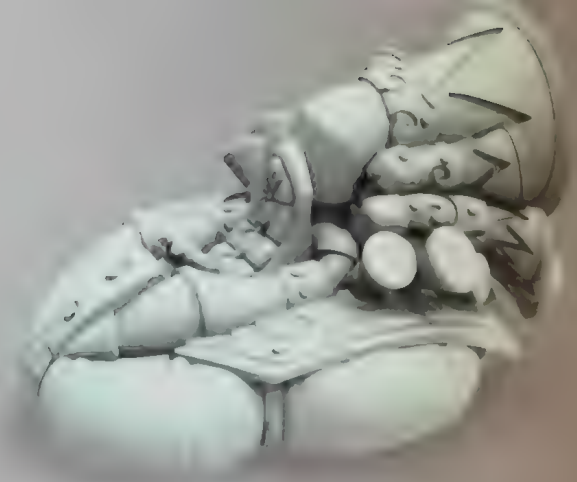


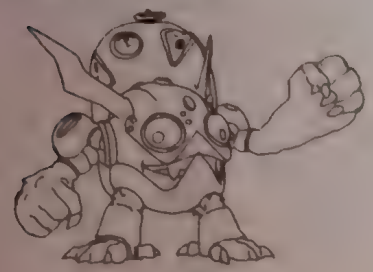


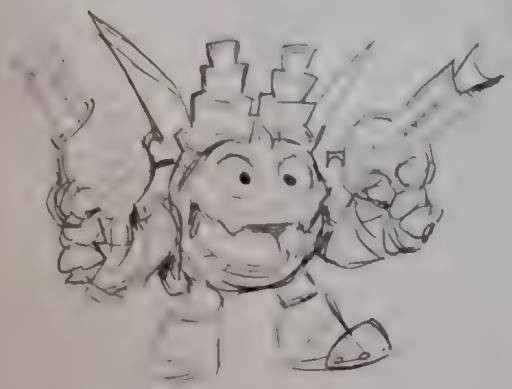










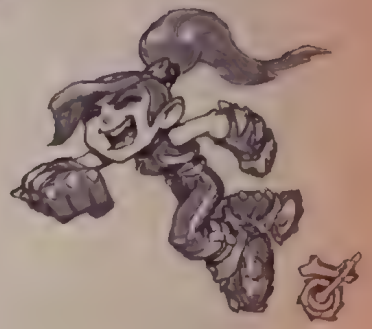


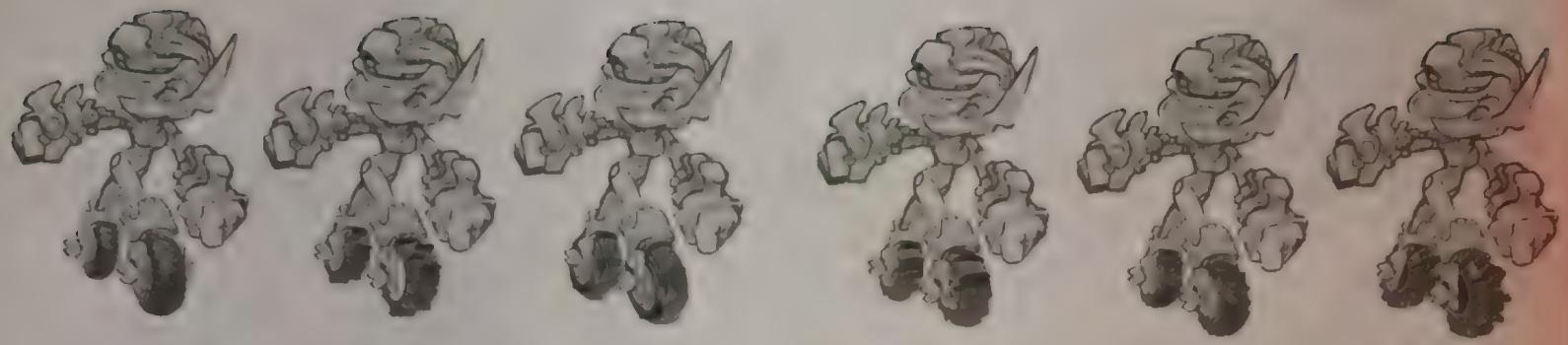
A Cinderella show with intensely bad attitude. Only on Skylanders.

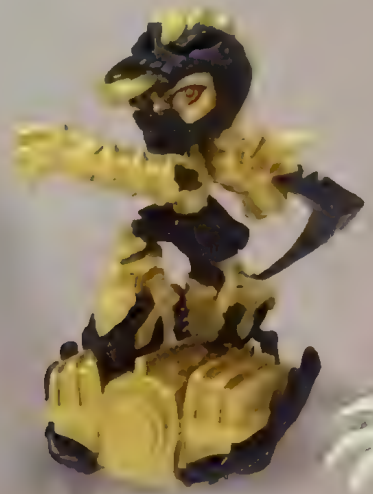
- Nicholas Rivera

BONE BASH

ROLLER BRAWL & TOMB BUGGY





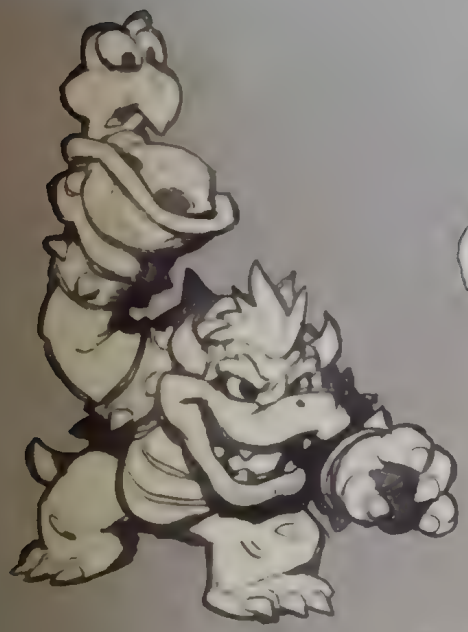


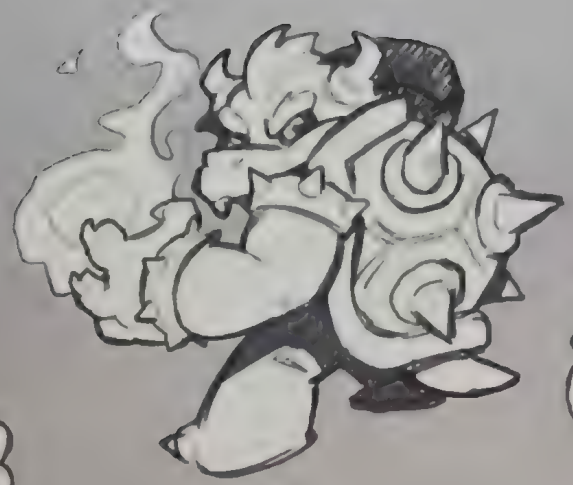
The vehicle that would become Power Ranger's iconic [illegible] versions vehicle [illegible]

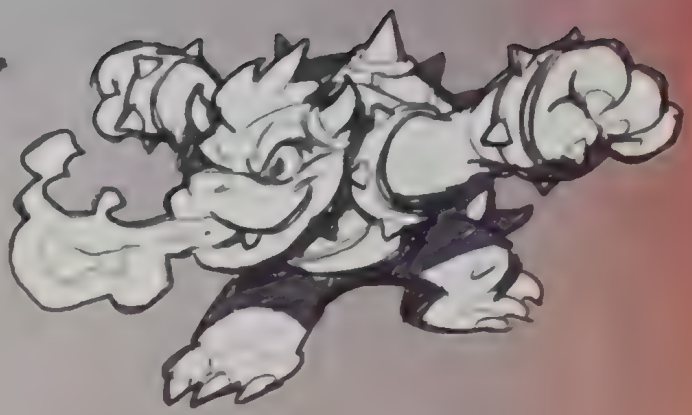
– Bob Gaskins

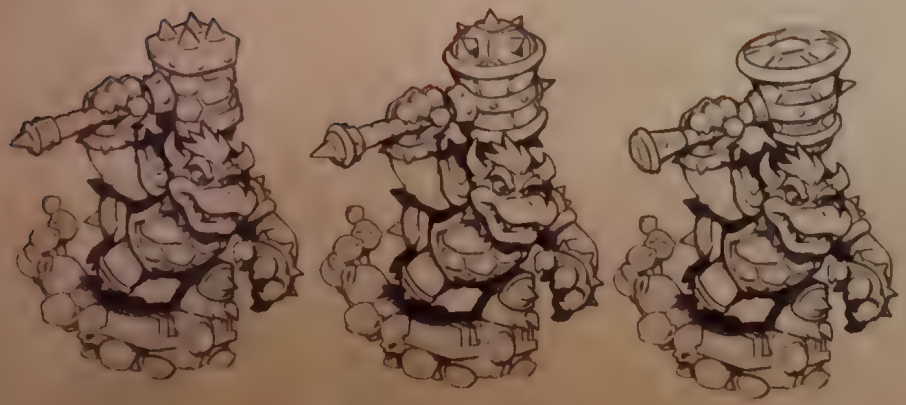
HAMMER SLAM

BOWSER & CLOWN CRUISER







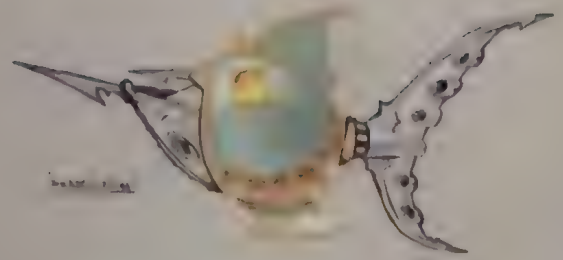


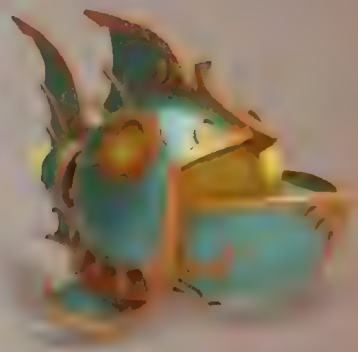
DIVE CLOPS & DIVE BOMBER


Action
TOP

DEEP DIVE

GILL GRUNT & REEF RIPPER



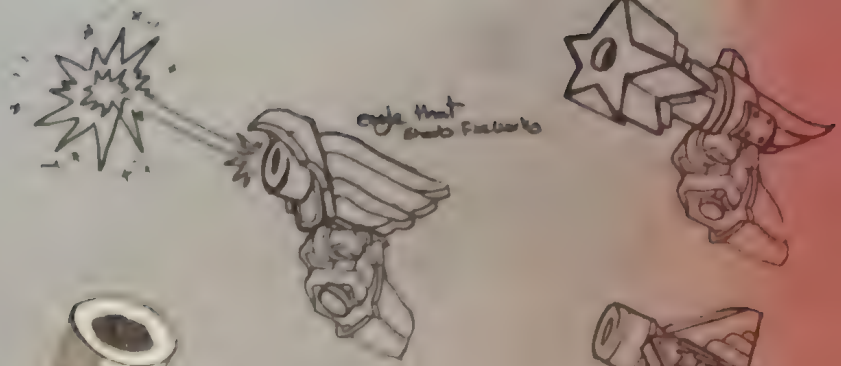


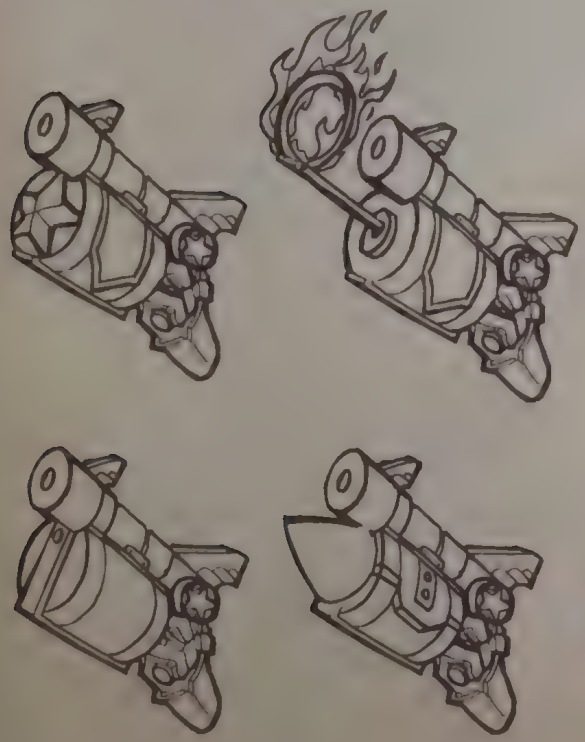

Boat Wing
· Twin Jet pods

DOUBLE DARE

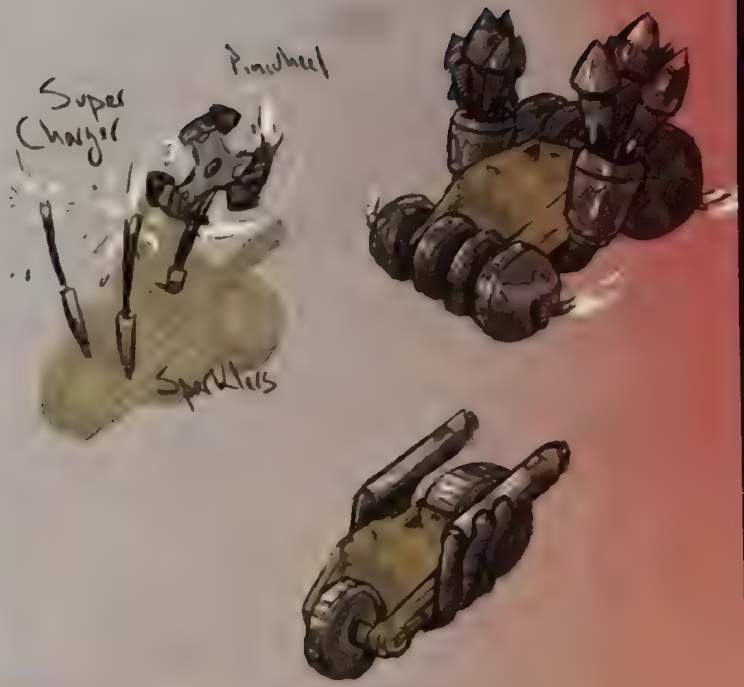
TRIGGER HAPPY & GOLD RUSHER

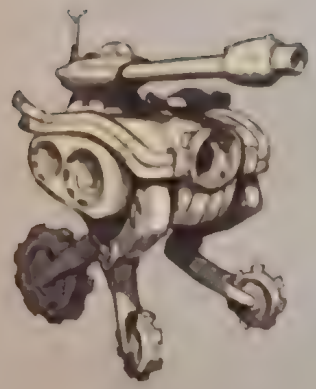
— Ernest Cunny

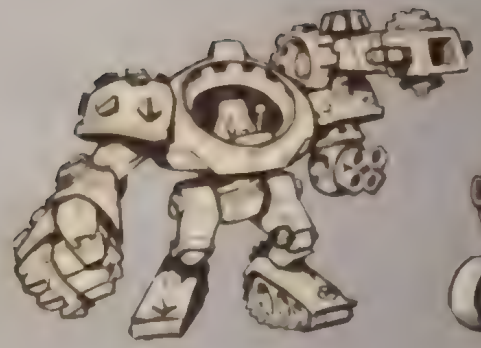


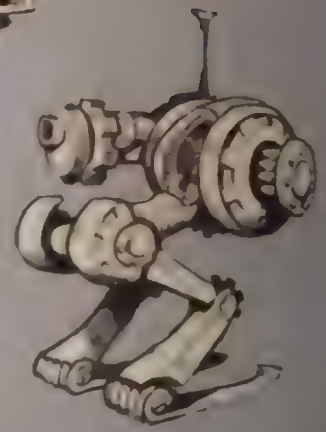


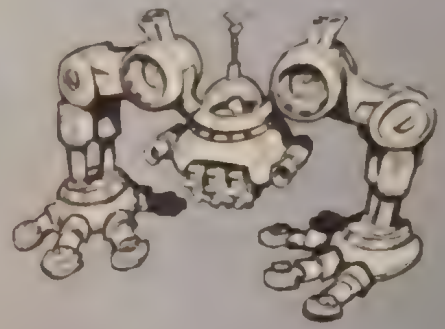
—Matt Hickman





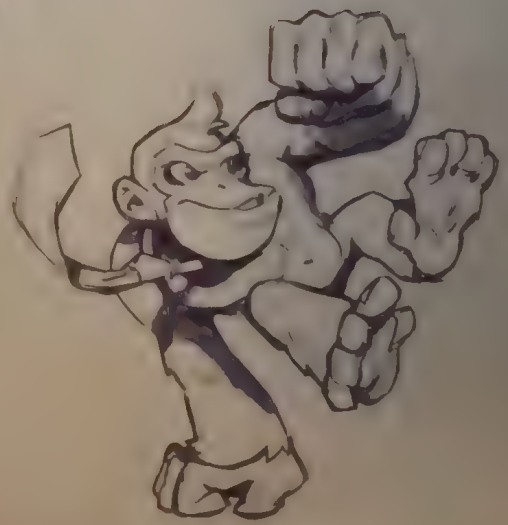


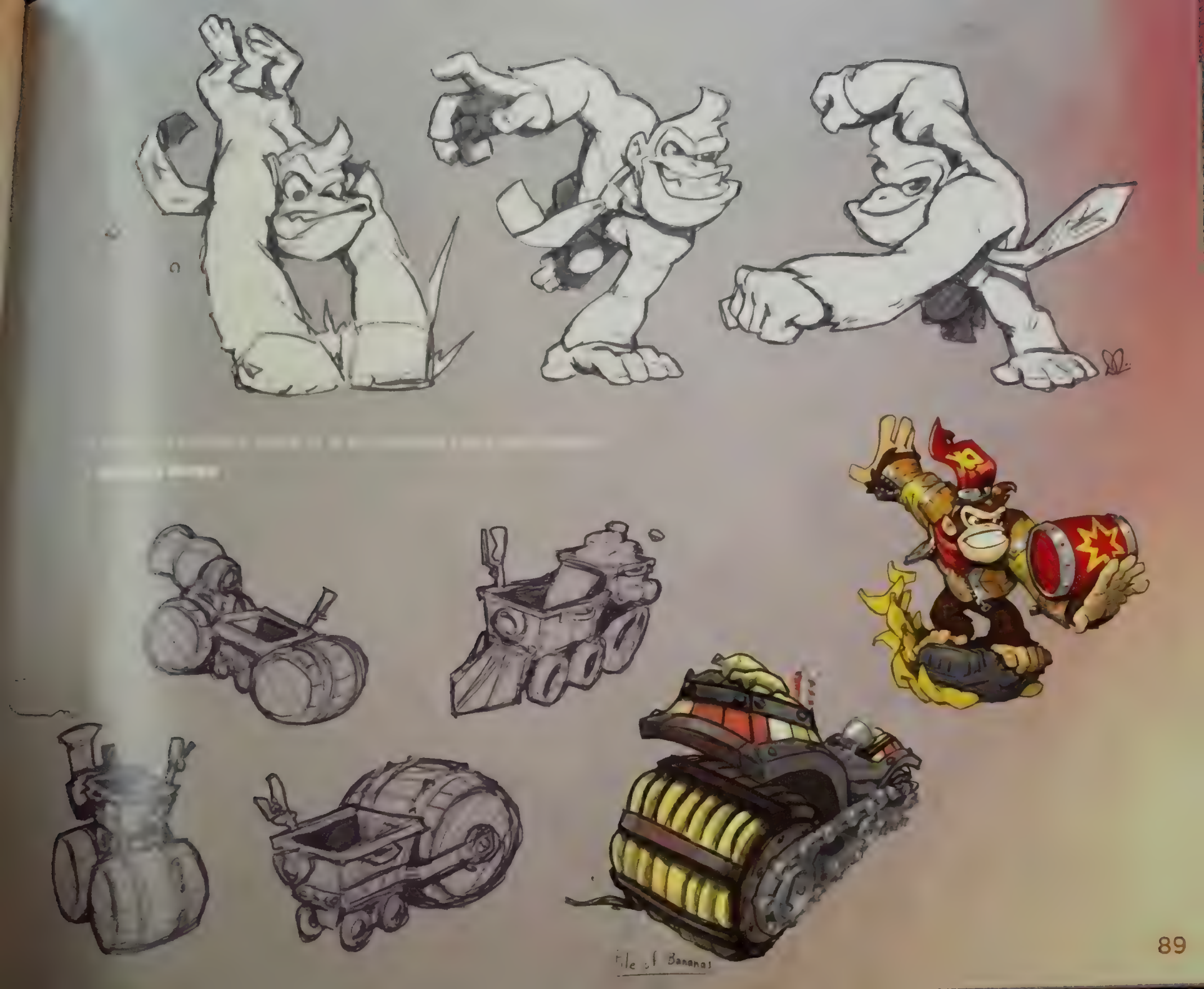




TURBO CHARGED

DONKEY KONG & BARREL BLASTER



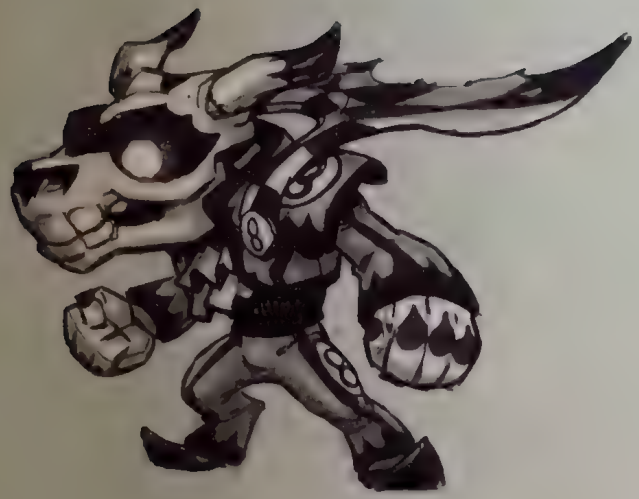

Pile of Bananas

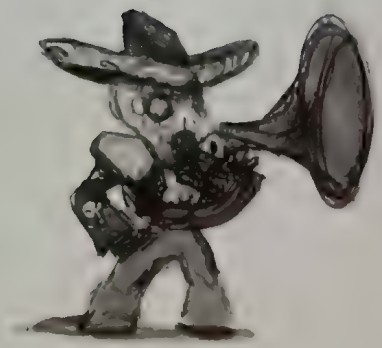

Banana Smoke
Banana Coal

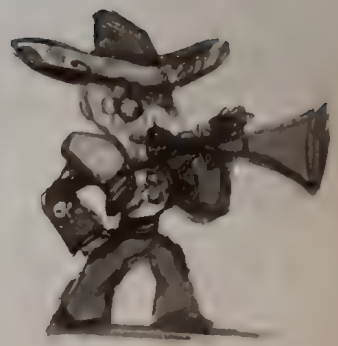
LAVA LANCE

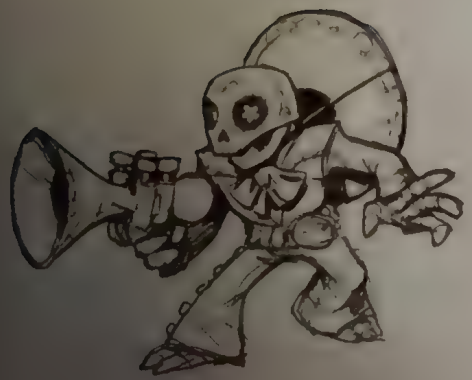
ERUPTOR & BURN CYCLE

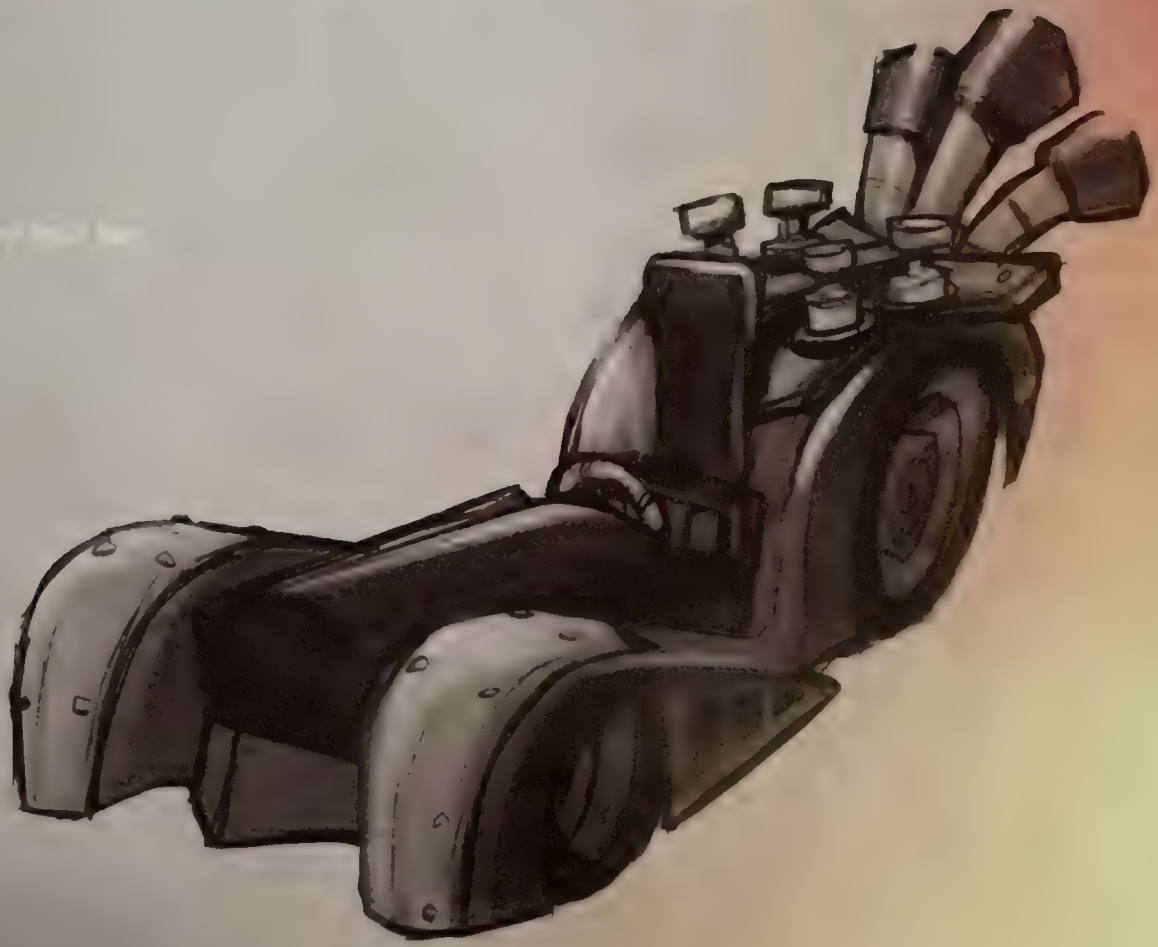
FIESTA & CRYPT CRUSHER

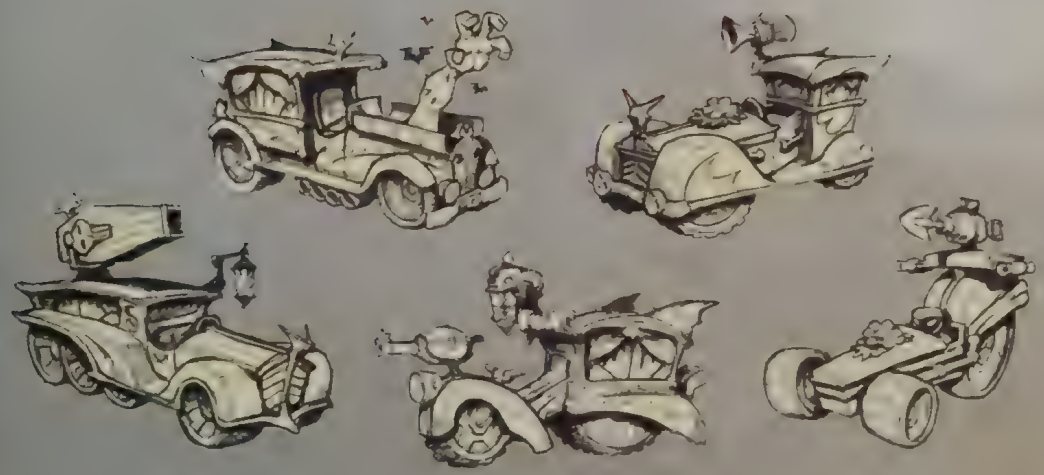






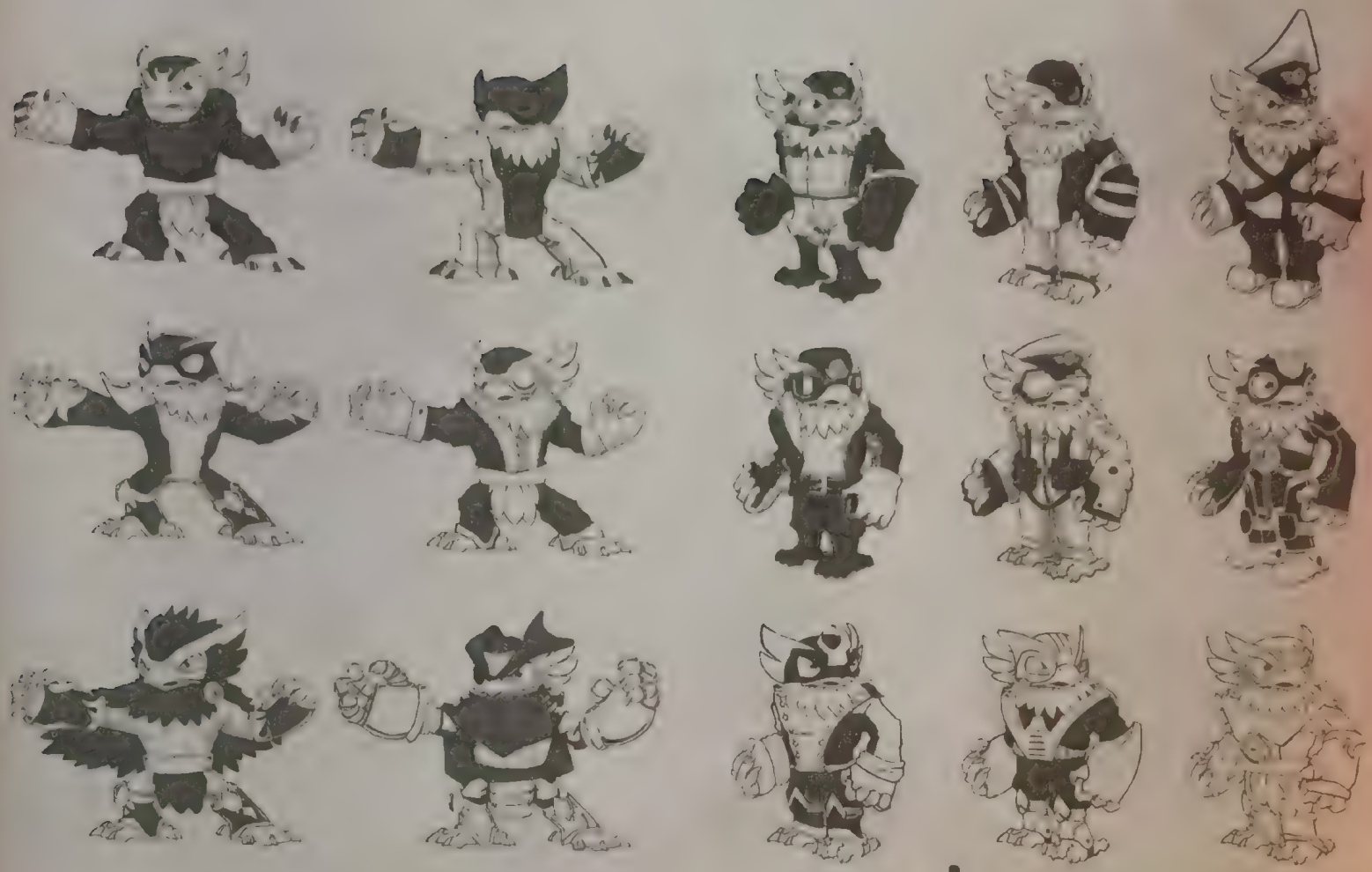


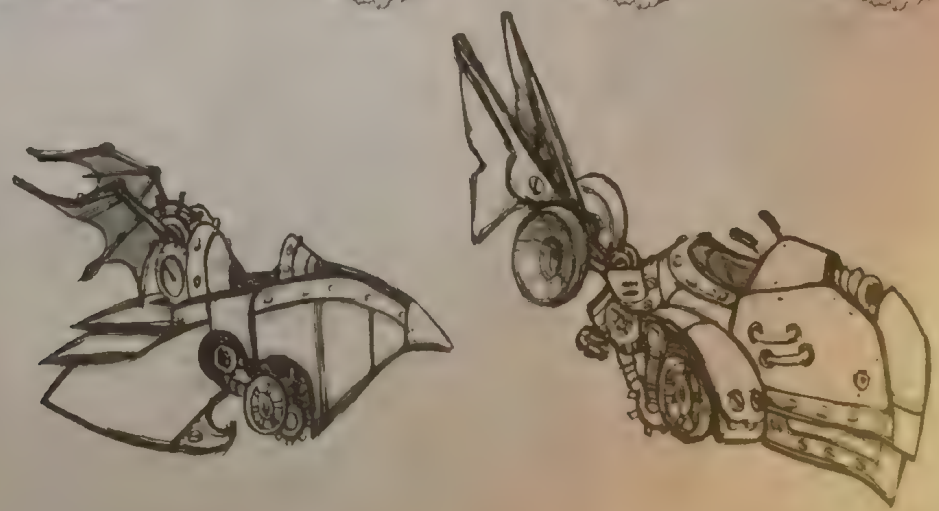




HURRICANE

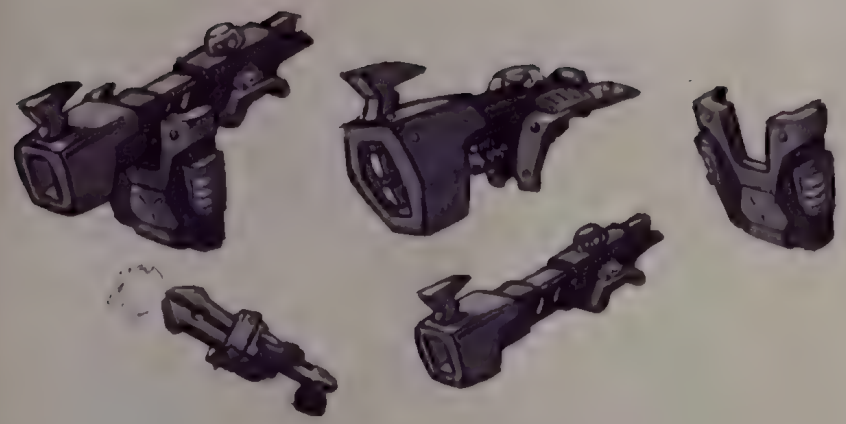
JET VAC & JET STREAM





HERE guns are entirely out of control!
– Nicholas Burton

HIGH VOLT & SHIELD STRIKER

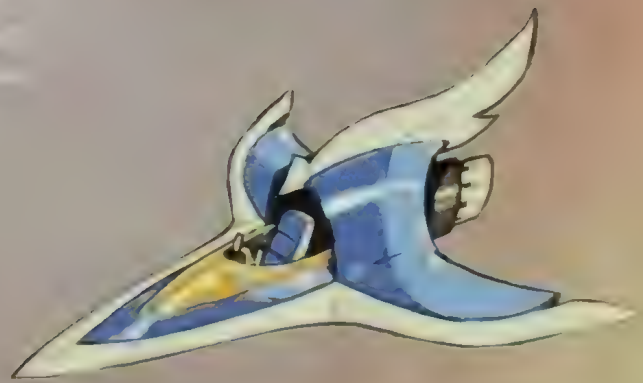


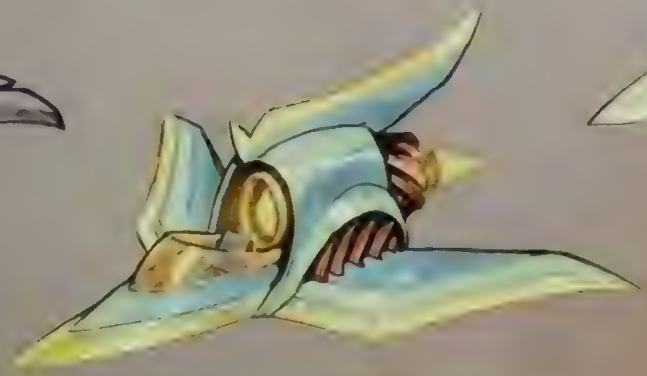
NIGHTFALL & SEA SHADOW

STORMBLADE & SKY SLICER

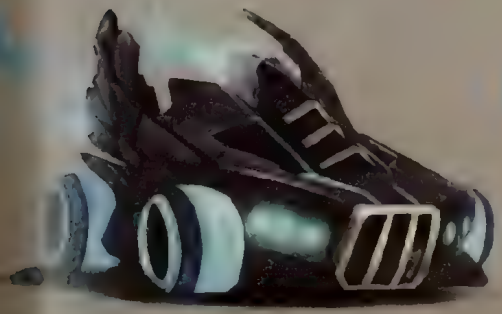
[illegible]

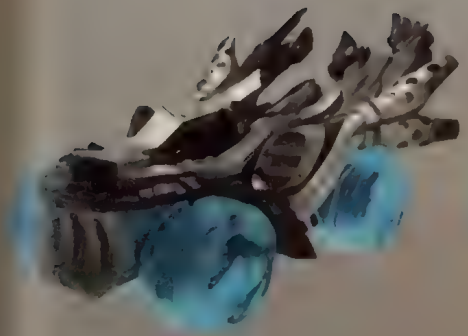
- [illegible]

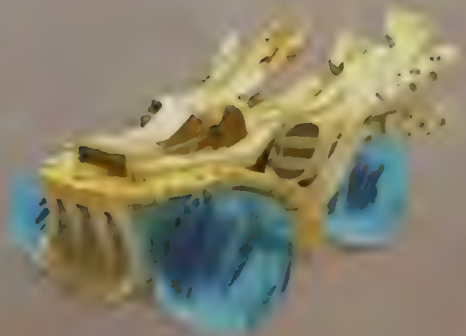




SPITFIRE & HOT STREAK

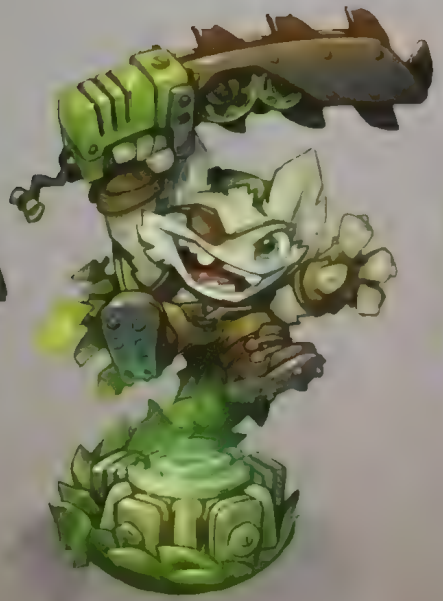


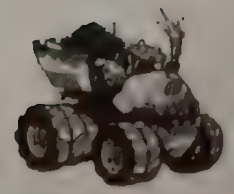


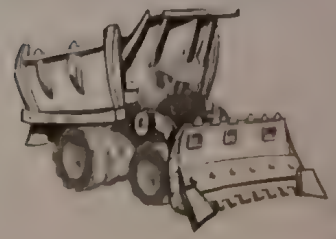


Tiny Fire Tomato
„Can we travel We"
— Bill Castagna

SMASH HIT & THUMP TRUCK

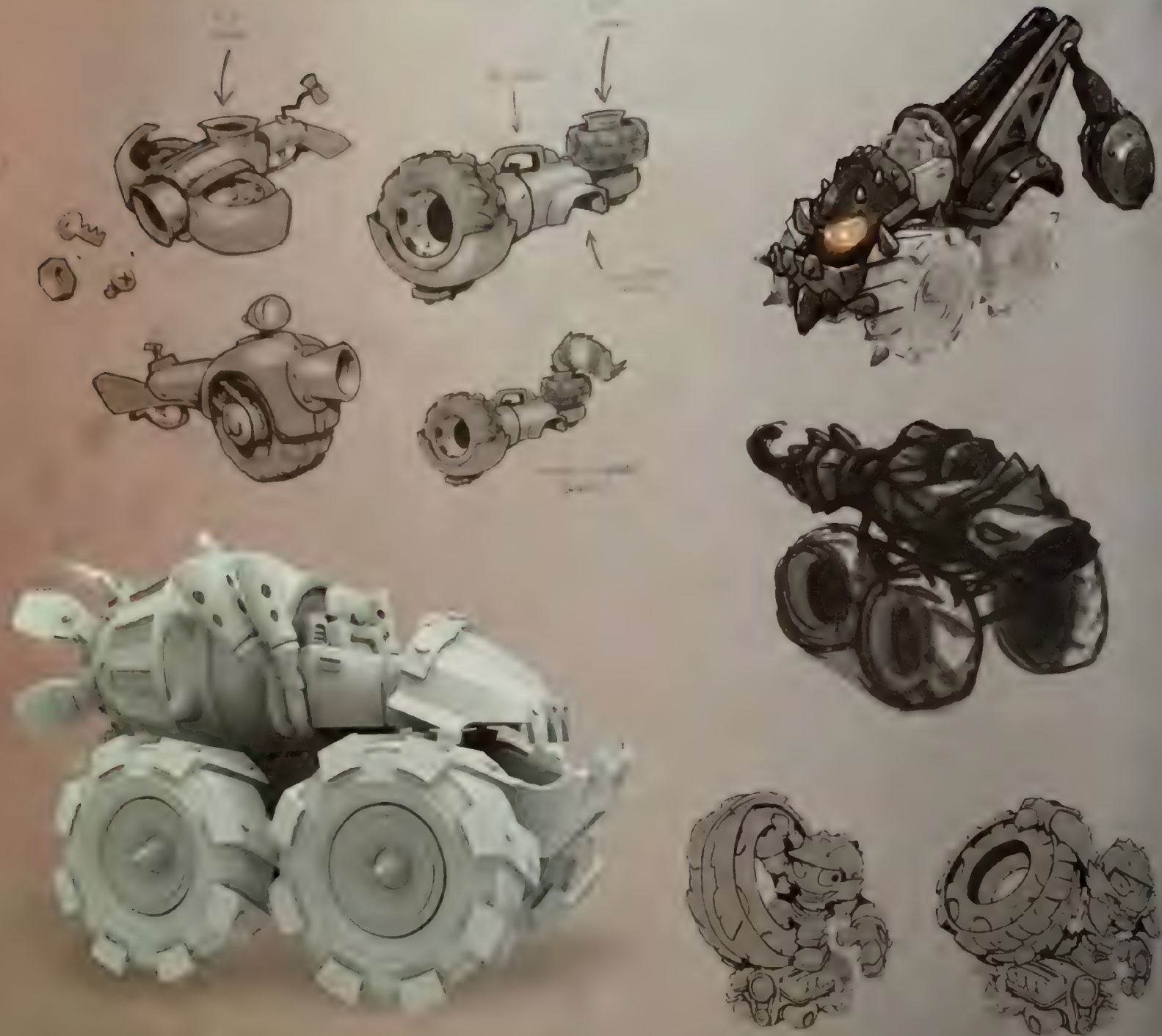






I really want to know how he lost that eye.

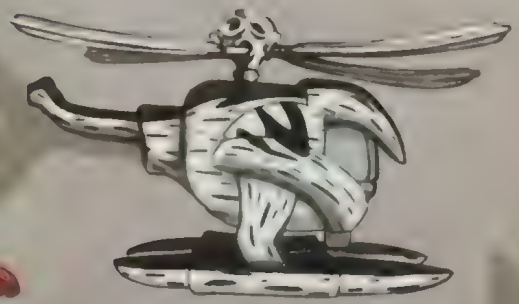
– Ollie McCrory

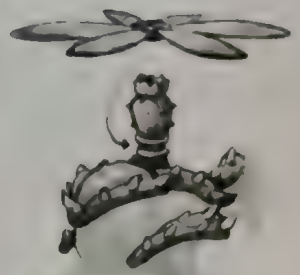


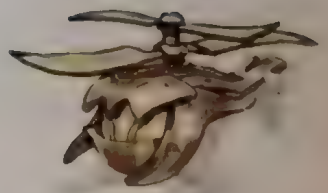
SPLAT & SPLATTER SPLASHER

SUPER SHOT

STEALTH ELF & STEALTH STINGER





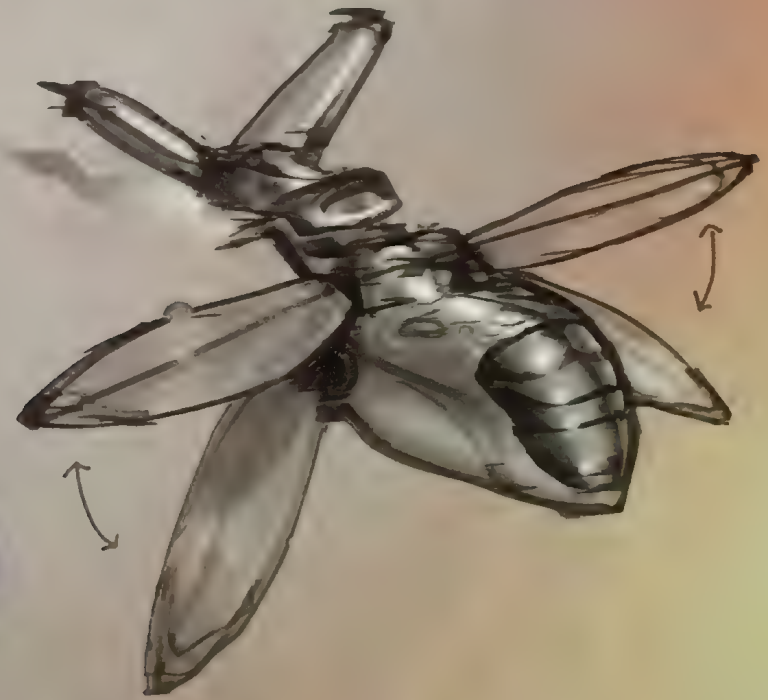


SHARK SHOOTER

TERRAFIN & SHARK TANK


supercharged w/ kerratin
sleek
Goliath

THRILLIPEDE & BUZZ WING



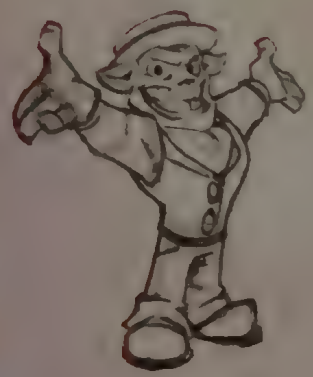

WWII
Nose Art

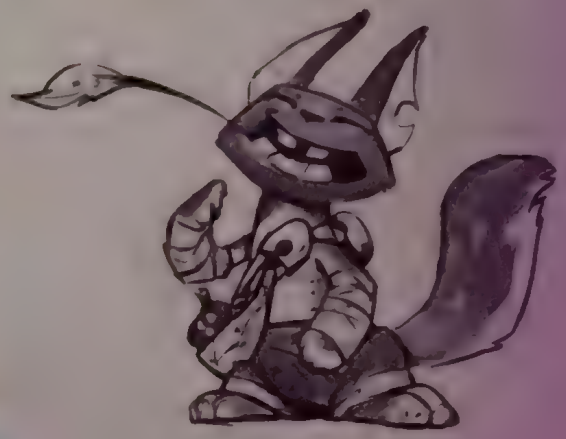
When Swap Force first shipped, I was amazed at how closely the environments and characters in the game matched the final concept art. But now I've watched our artists exceed those efforts completely with SuperChargers — somehow our in-game visuals are even closer this time to the vibrant, imaginative art that inspired and guided us. The stunning final results are a clear testament to our ability to deliver on our visions.

– Darren Malley


FRIENDS
& FOES

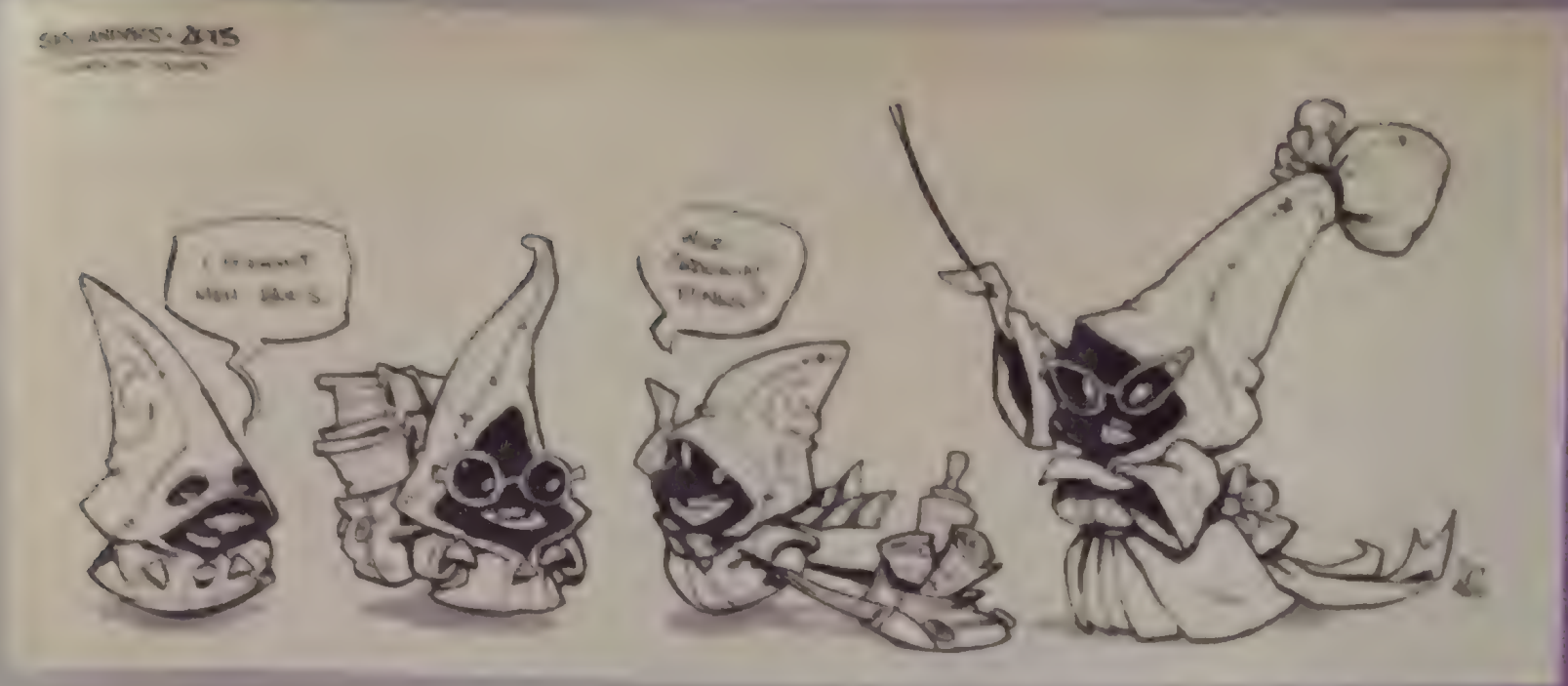
SUPPORTING CAST



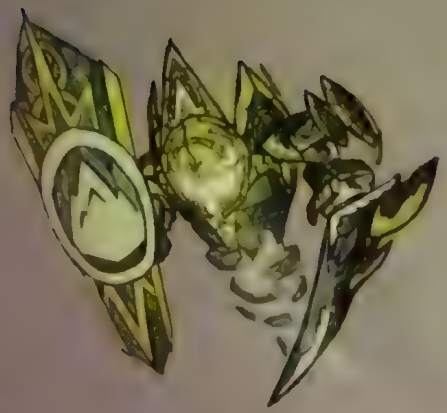


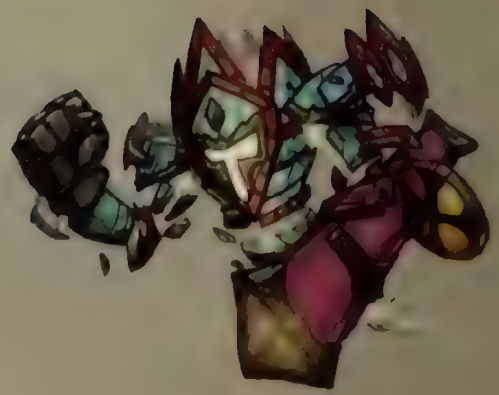
ENEMIES

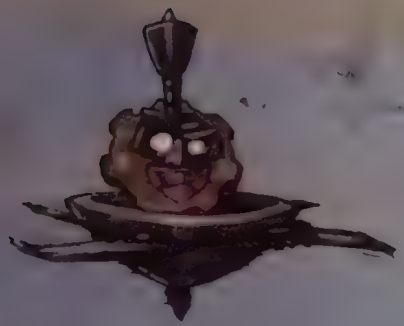

SO, SKYLANDA, TELL ME WHY YOU WANT TO KILL YOUR MOTHER?


SKYLANDERS · 2015

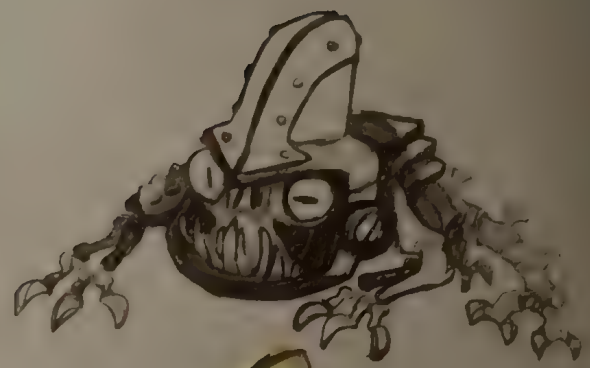

SKYLANDERS · 2015
QUEEN!

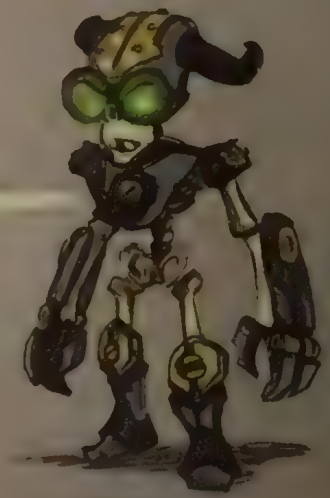


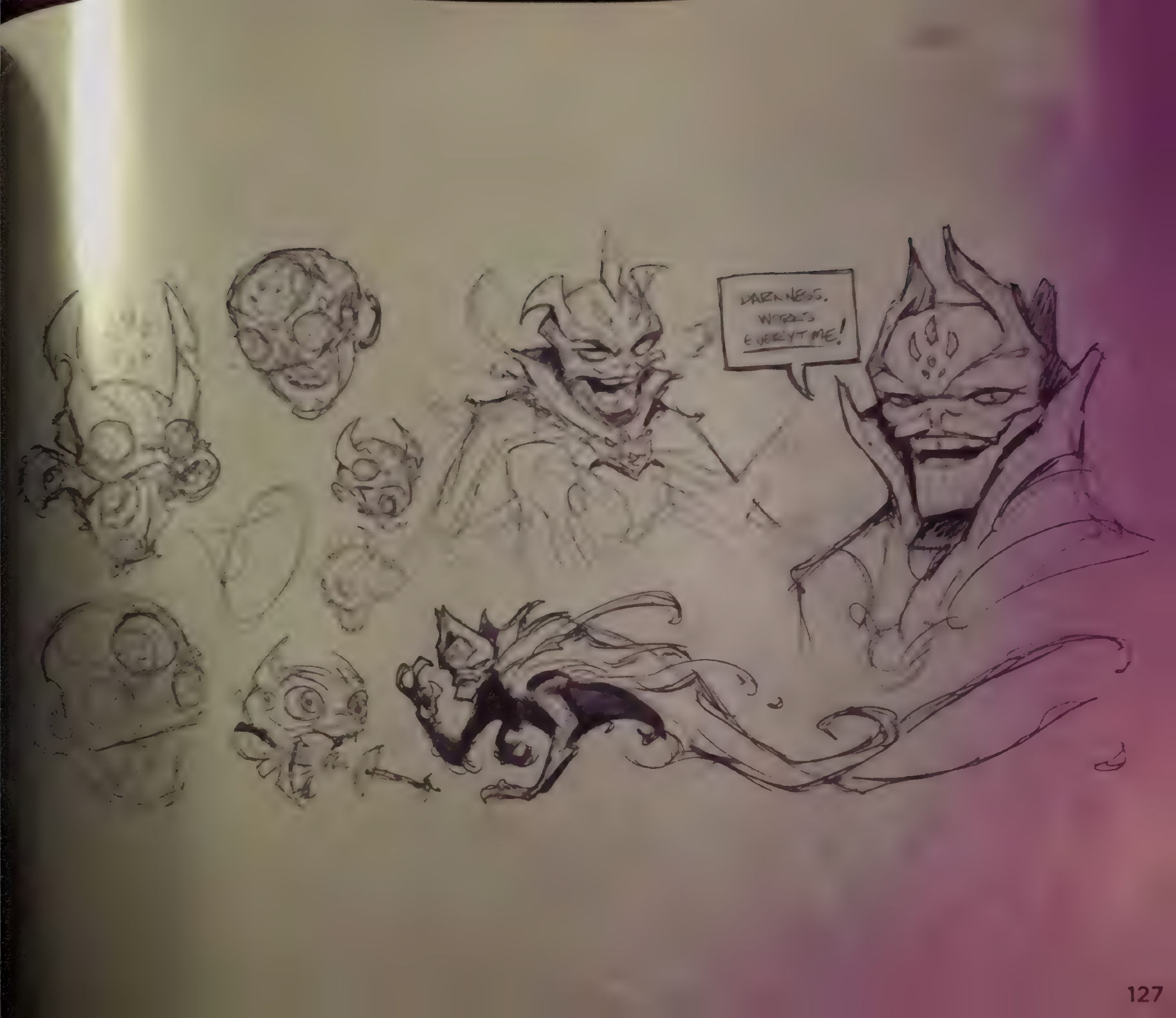





EYES PEEK OVER
CRYSTAL MAGNET INSIDE TRANSLUCENT HEAD
WEARS MASK STRAPPED ON FACE
ALTERNATE MASK DESIGNS

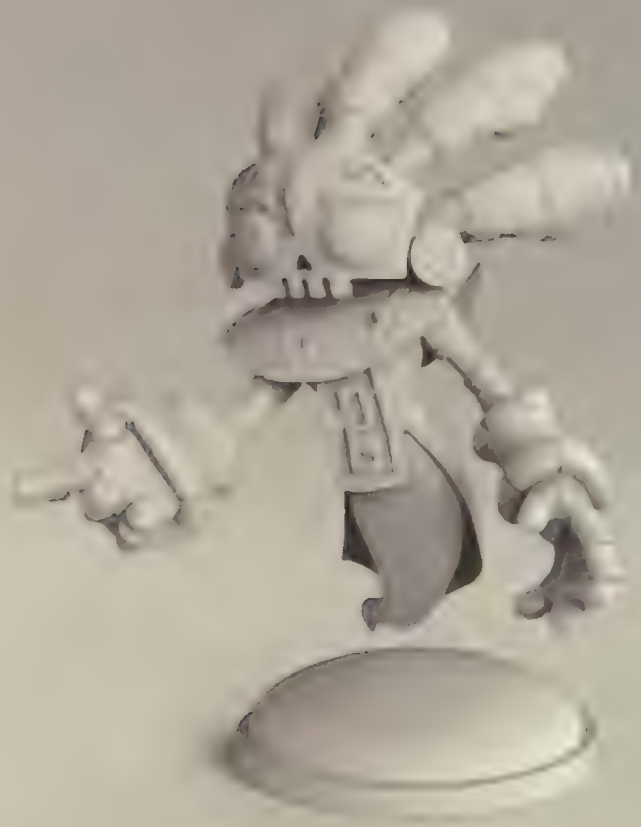


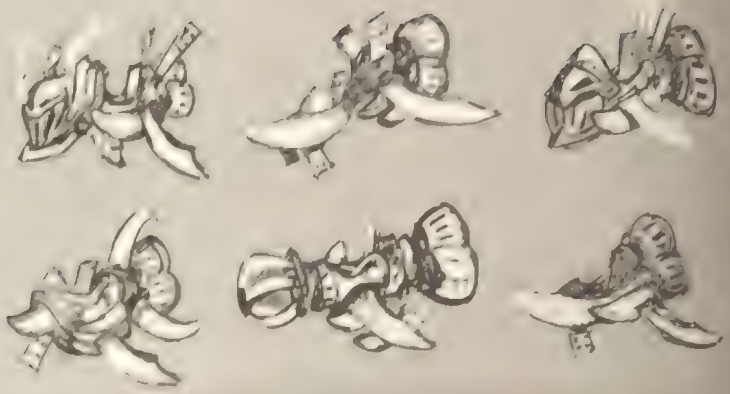


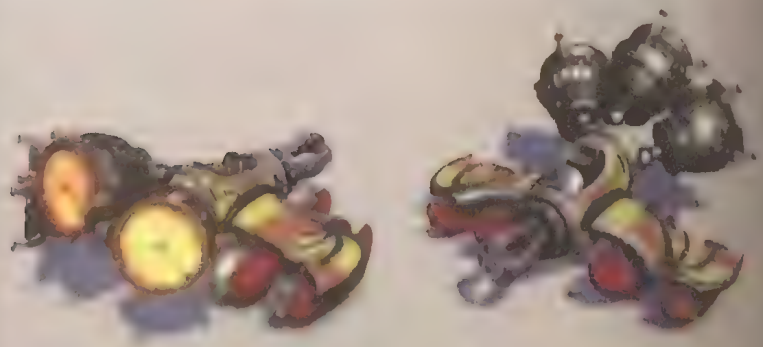

DARKNESS.
WORKS
EVERYTIME!

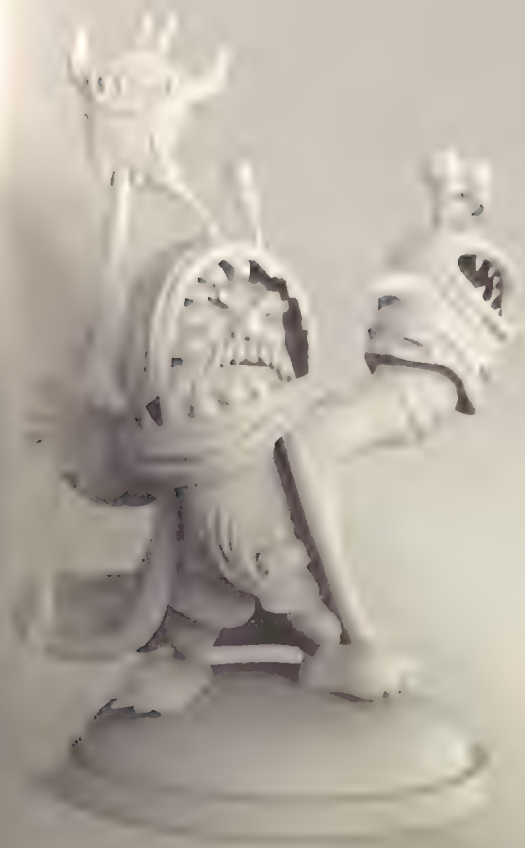

SKYLANDERS • 2015

RACE PACKS









Our team of dedicated rendering engineers worked around the clock to continue to deliver the necessary tech and tools to make this game that really shines. Realistic water, fog and haze, bloom, lighting – it was such an enjoyable experience as a VFX artist to have so much power and versatility. We've never been able to push our VFX this close to concept before!

– Carlos Cheek

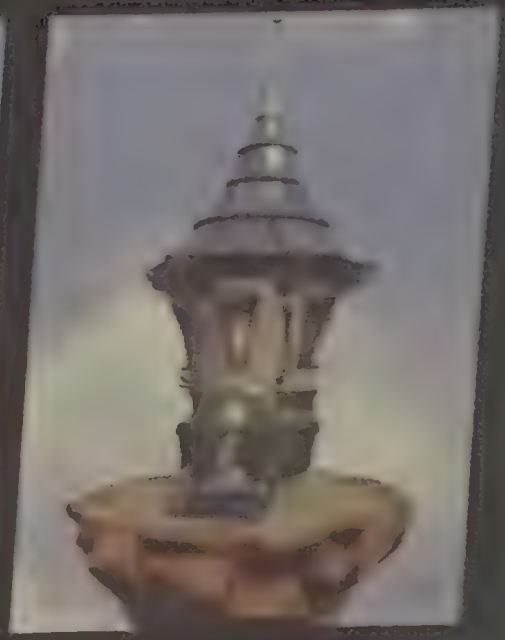

ENVISION
A WORLD

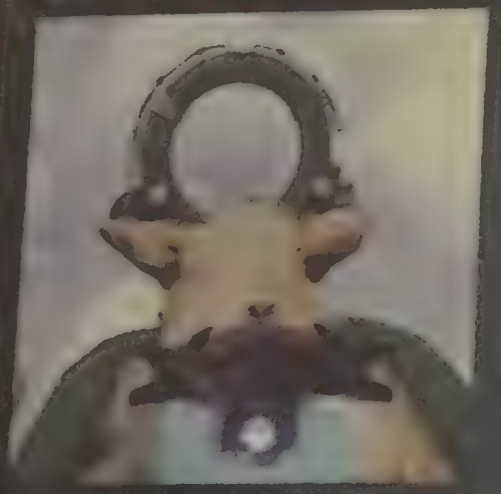
SKYLANDER ACADEMY

The Academy is the last hope against Kaos and the Darkness. It is a floating [illegible] base filled with the best and brightest from across the Skylands.

– Devin Knudsen

791
SEA





SCREENSHOTS

THE RIFT TO SKYLANDS

The atmospheric environments really pull you into the experience. The scenery is full and vibrant throughout the whole journey, blending realism with that trademark Skylanders wonkiness. It's quite stunning.

– Luke Anderson

To really capture the feeling of speed while driving a vehicle, we added real-time signal processing to many of the sound effects in the world, such as the Doppler effect to simulate the change in frequency when passing by an object really fast.

– **David Stowater**

SCREENSHOTS

I just love the ever-changing scales used in the myriad of levels.
– Matt Bishop

COLOR SCRIPT

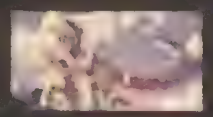




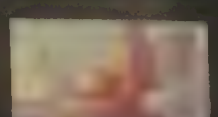






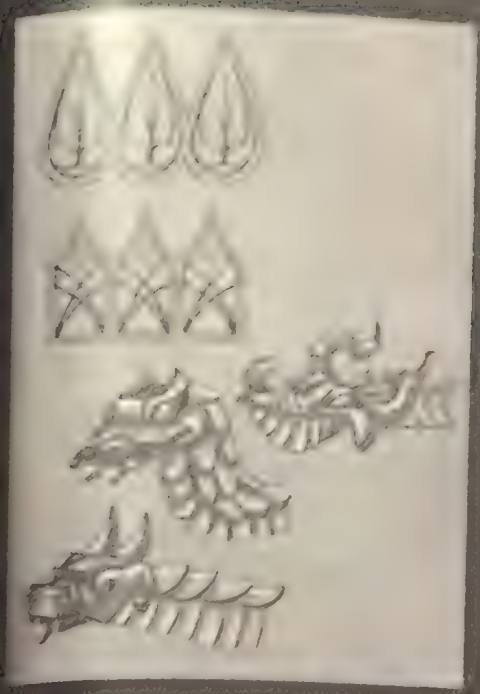






THE CLOUDBREATHER'S CRAG

Having an articulating village on the back of a giant dragon is freakin' magical.
– Jeff Bellio



SCREENSHOTS

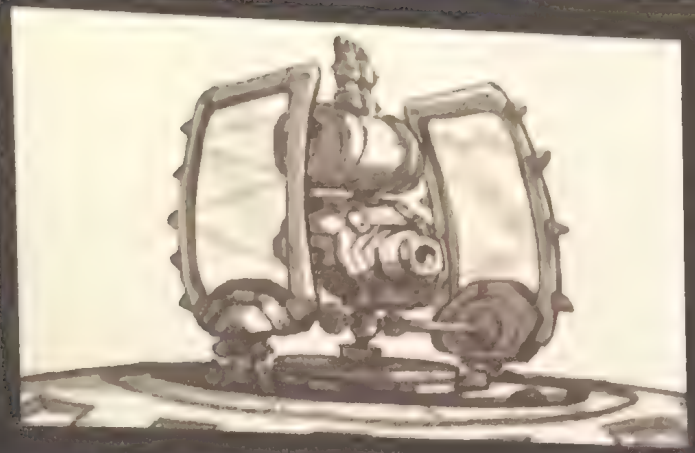
The level on the back of a dragon blew my mind. The moment I saw the concepts where the dragon was looking back at the buildings, I was sold.

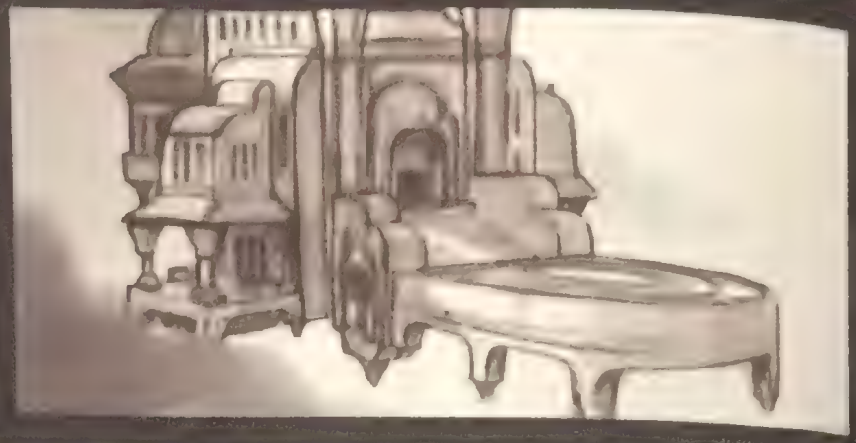
– Stephen Moss

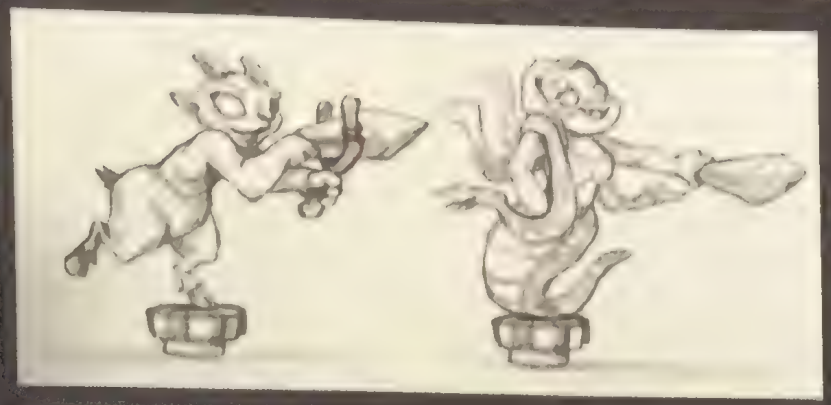
THE CLOUD KINGDOM

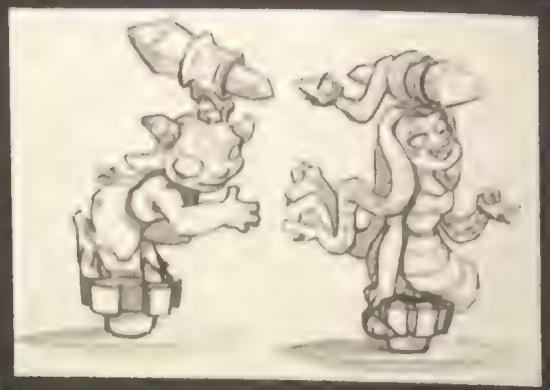
I still can't believe how cool the clouds are in the Cloud Kingdom.
It's just fun to run and push the clouds back.

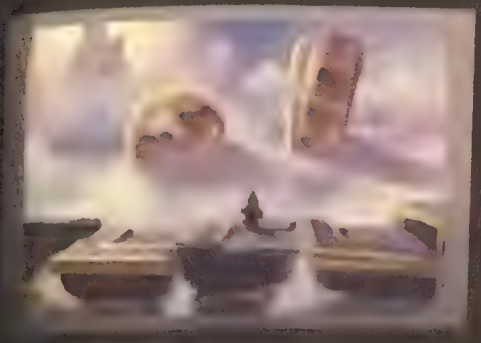
- Lucas Wells





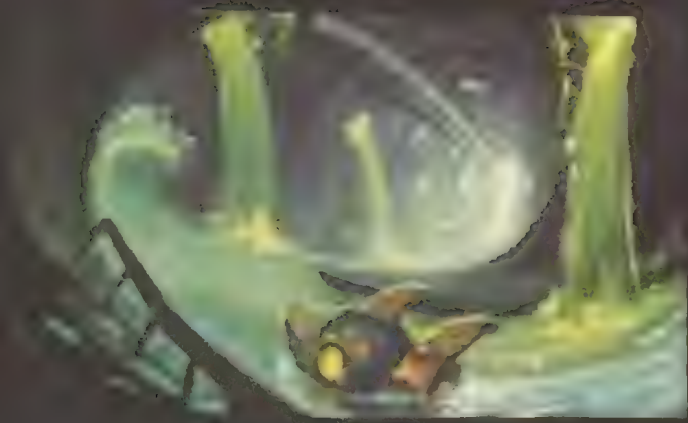


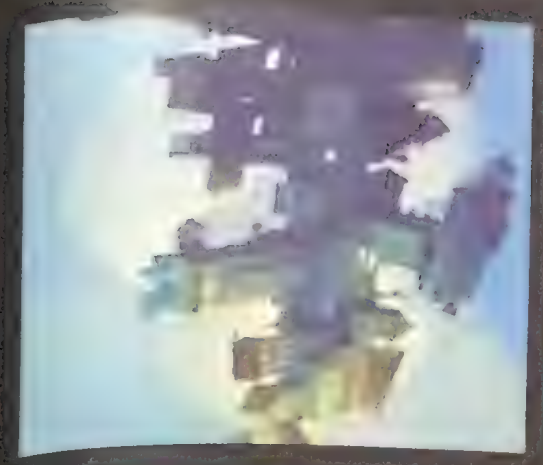




SCREENSHOTS

LAND OF THE UNDEAD



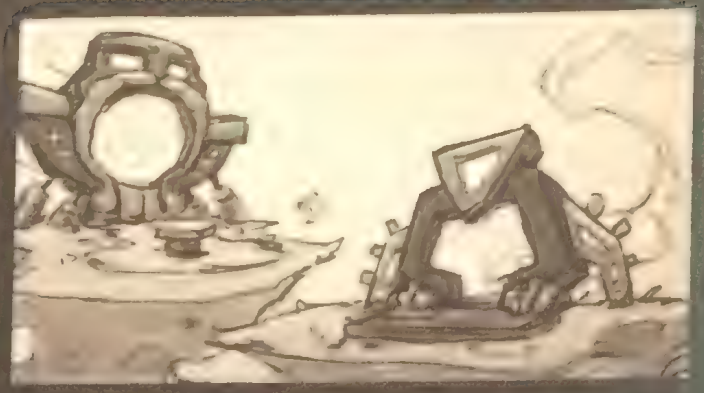


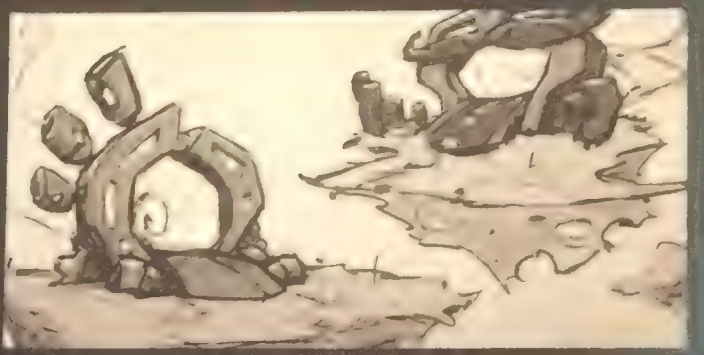
This whole level started as an Escher-style Zen garden.

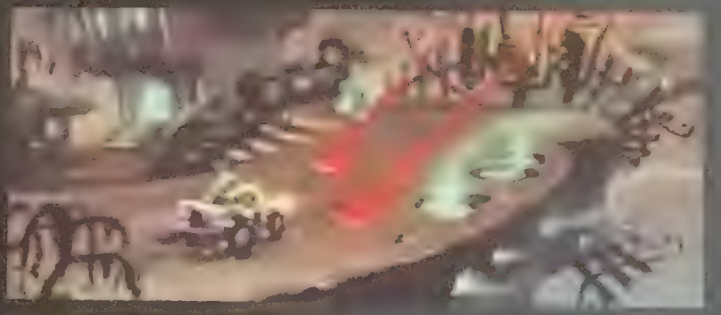
– Buck Chantel

The Undead city is so full of life!

- **Devin Knudsen**







SCREENSHOTS

The Land of the Undead is where we really establish how close Kaos is to total victory.

– David A. Rodriguez

BATTLE BRAWL ISLAND

I'd see this arena on screens around the office and couldn't tell if I was looking at this piece of art or the in-game assets.

– John Paul Rhinemiller

There was a day when huge blown-up versions of SuperChargers concept art went up around the studio, and all I could think was how I would buy each and every one of them as artist prints.

– Daniel Rositano

SCREENSHOTS

THE SPELLPUNK LIBRARY

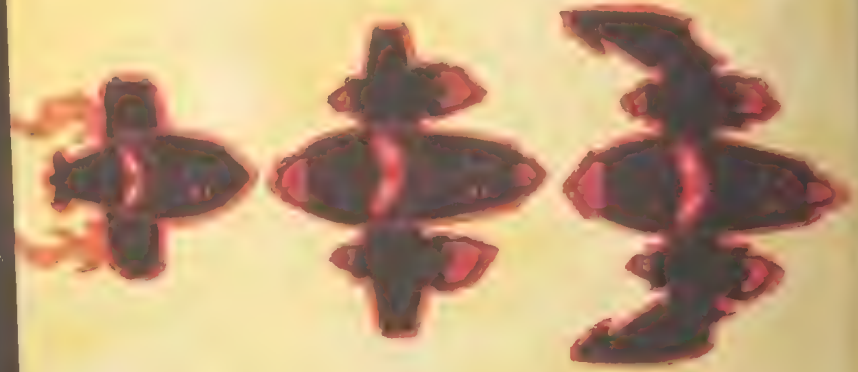
e Spellpunk Library was our sneaky way of doing Skylander
e traveling by allowing the player to jump into history books!
David A. Rodriguez

SCREENSHOTS

MAGIC BOOKS

The Spellpunk Library was unique in that it brought concept art straight into the game. It pulls the look off with style to spare.

– Lucas Wells



This entire section should be called,
"Arzu's Adventures in Arzu Land".

– Jeff Bellio

I cannot tell you how excited I was when I found out that Rene Auberjonois was going to narrate these levels!

– Jeremy Russo

GADFLY GLADES

If I had a nickel for every time I heard how much the rabbit cost to create, well... it might have paid itself off.

– Lucas Wells

SCREENSHOTS

This project was an excellent opportunity for the environmental artists to truly hone their rock-sculpting abilities.

—Matt Helsom


WELCOME
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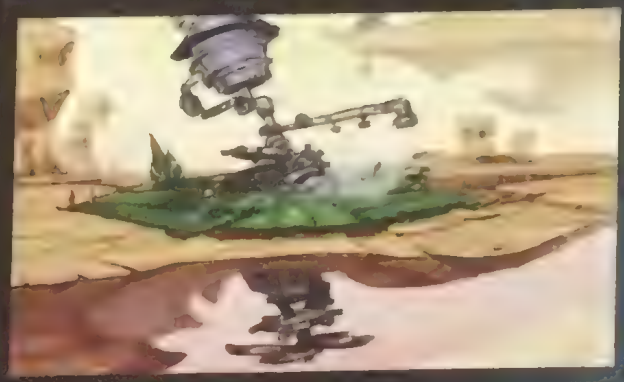
CAP'N CLUCK'S CHICKEN HQ

With Cap'n Cluck, we were able to focus a storyline on an individual who is morally corrupt enough to sell out his own species by popping them between two sesame seed buns just to turn a profit. I love aging up!

– **Brock Cerny**



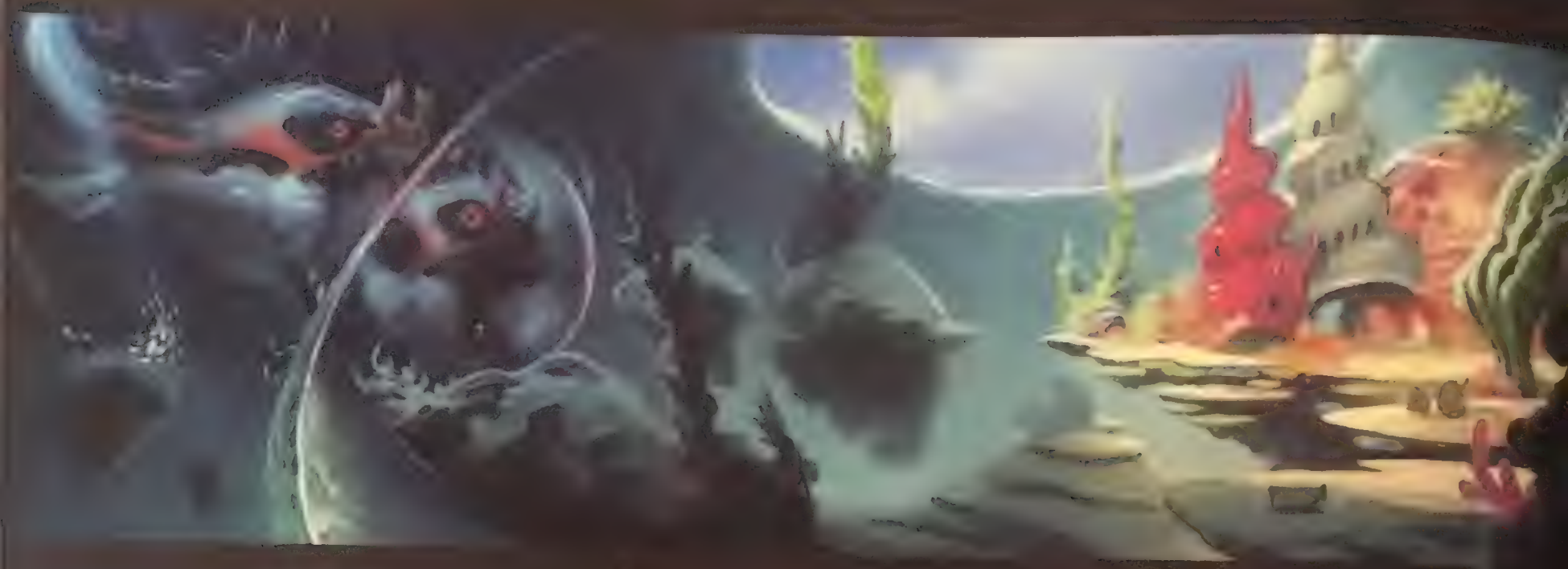

Capn
Cluck's

SCREENSHOTS

When I first saw the chickens, I couldn't stop laughing. I hope they show up again in the future.

– **Lucas Wells**

MONSTROUS ISLES

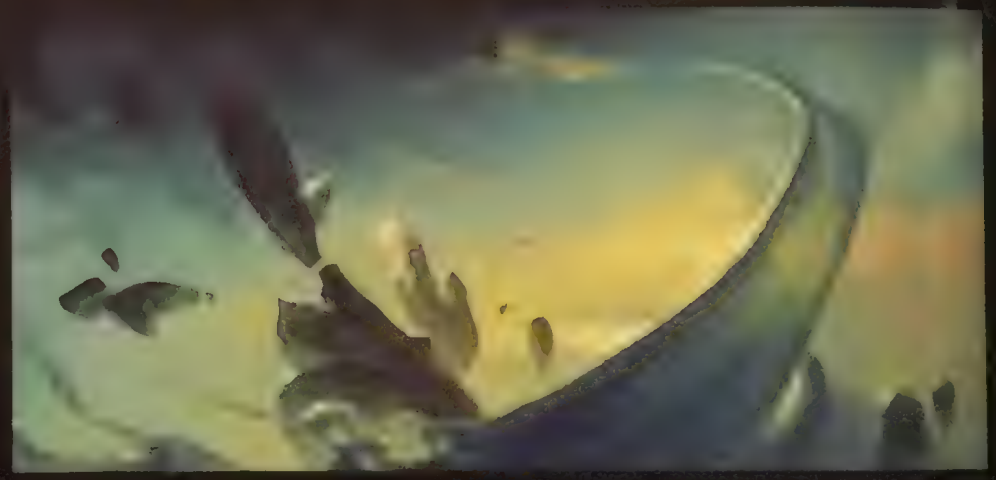


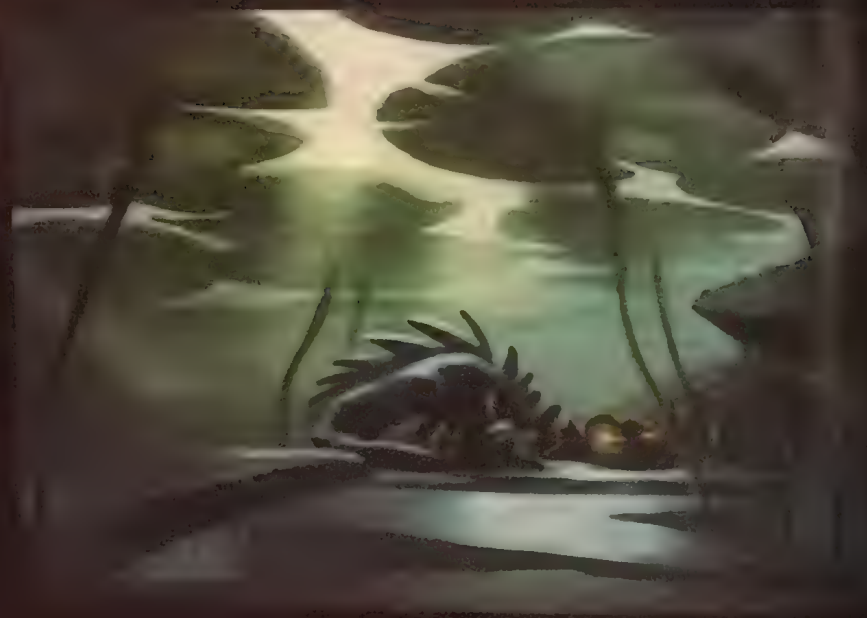
A huge challenge with scale is to sell it using minimal real-world reference objects, since it's Skylands.

– Brent Gibson

Seeing all the wonderfully made Titans always brings a smile to my face.

– Matt Surdej





SCREENSHOTS

RIDEPOCALYPSE DEMOLITION DERBY

What kid doesn't want to fight against a giant dinosaur-vehicle monster that spits fire? Right?!

– Buck Chantel

SCREENSHOTS

I enjoyed the freedom to help express the humor and the narrative, whether it was a bird colliding with a mesa rock face or placing the player tooth-to-tooth with a prehistoric mechanical monster... all to win the hand of the not-so-beautiful Glumshanks!

- Paul Dunstan

THE BANDIT TRAIN

The Bandit Train was a very challenging map. It was made to be randomly rearranged for side quests. There are a lot of systems woven together to make sure different story and mechanical elements fire only when we want them to.

– Jared Merback

SCREENSHOTS

We had a hard time getting the tunnel effect to feel right in The Bandit Train. It wasn't until Carlos Cheek made the amazing lighting VFXs that it all came together.

– Jared Merback

VAULT OF THE ANCIENTS

SCREENSHOTS

Watching the Art Department take the Vault of the Ancients level from concept to gameplay was like watching the elves build Middle Earth. I'd come into work almost every other morning and see some new awe-inspiring vista — it was pretty magical.

– Victoria Smith

THE SKY EATER

We really wanted to fly up its nose but we were told it was already taken.

– Chris Degnan

The Doomsdiddon was called the "Sky-Eater" early on and the name stuck. But it was the concept team that really brought that concept to life. And of course it just had to be in the shape of Kass' enormous head. We've gone full circle.

– David A. Rodriguez

SCREENSHOTS

RACING

It was important that the racing part of SuperChargers be integrated directly into the story flow of the game, while also being able to stand on its own. Partnering with Beenox made that possible.

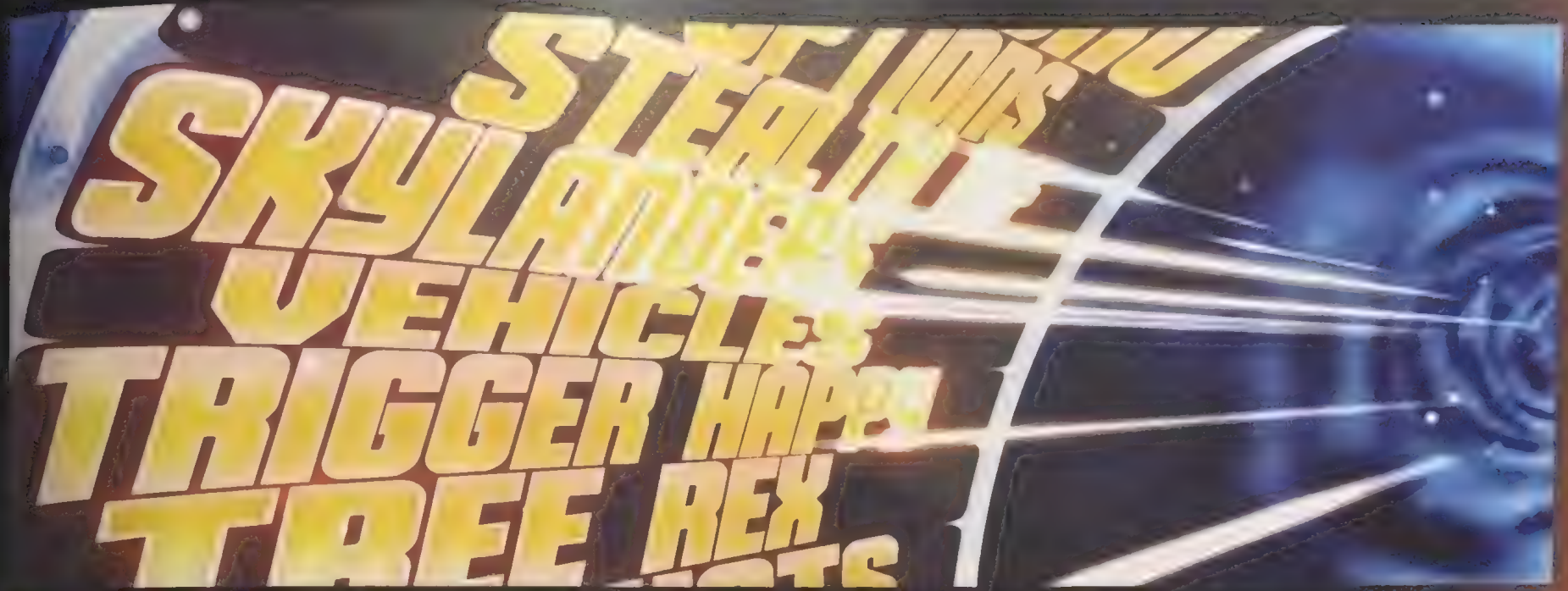
– **Devin Knudsen**

Our aim with the UI was to make it feel full of artifacts — magical objects, made from real materials, weathered from an epic journey. Integrating our VFX system into the UI tools allowed us, for the first time, to make screens feel as magical as we'd always wanted.

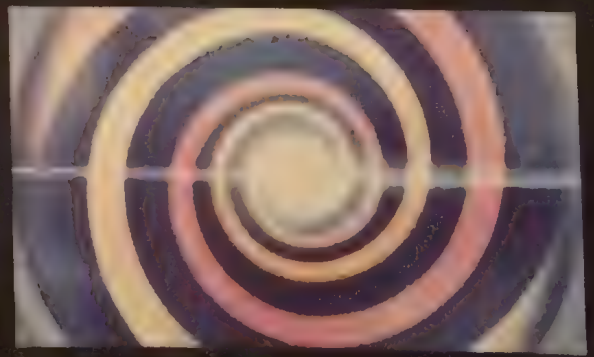
– Stephen Moss

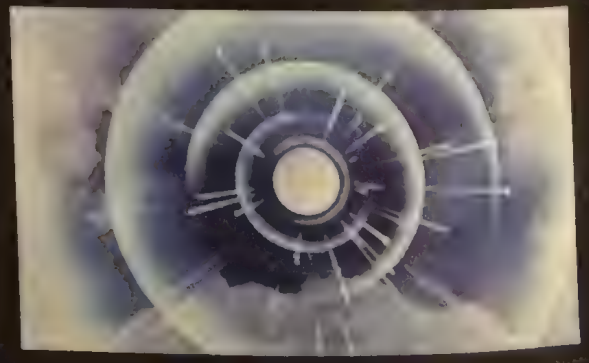
HUSTLE & FLOW

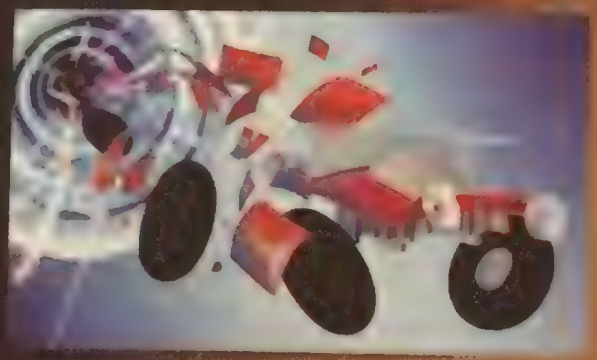
USER INTERFACE


STEALTH
SKYLANDERS
VEHICLES
TRIGGER HAPPY
TREE REX


SKYLANDERS







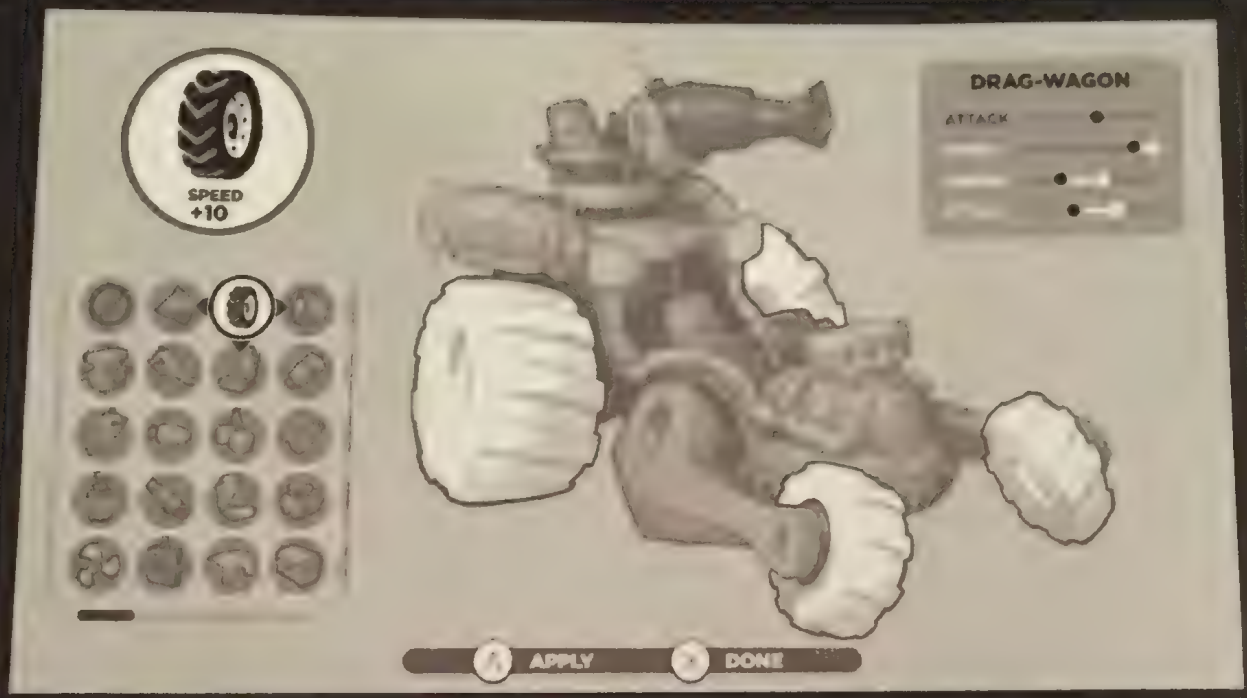

paused
PICK a FIGHT
Find a few Trolls, and start some trouble.
MAP
SKYLANDER & VEHICLE
PORTAL master
LEVEL STARS
COLLECTION
Select
Options

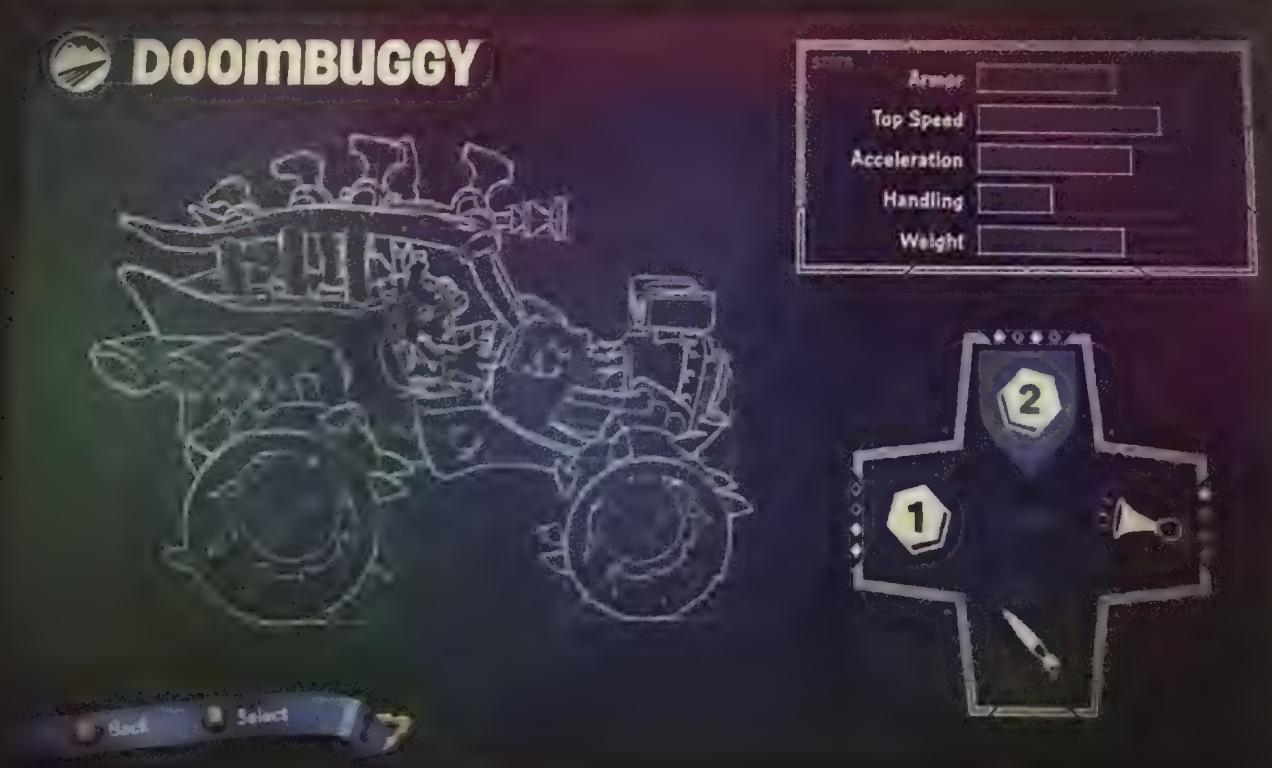

Level name
25
2/5
0/3
SCORE
247,850
Continue
Score Details


MAP of the UNKNOWN
Skylands

It was really fun to work on a UI that was meant to feel like something physical, like we were concepting the mood of the game through the communication lens.

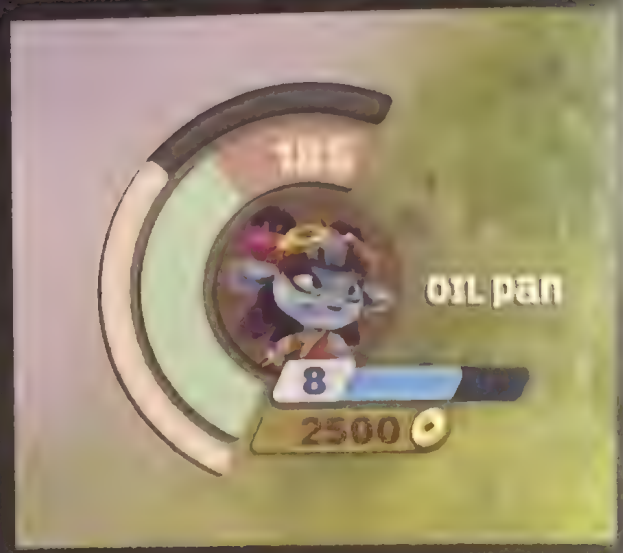
– Danielle Godbout


SPEED
+10
DRAG-WAGON
ATTACK
APPLY
DONE


DOOMBUGGY
Armor
Top Speed
Acceleration
Handling
Weight
2
1
Back
Select


237568
14
538
FRYNO


168
oil pan
8
250


oil pan
8
2500


You Win!
STRATOS

Our goal with Sixpence Nonpareil was to create a seamless experience between gameplay and cinematics. So everything you see in our movies and in-game uses a TPS camera. This allowed us to develop the emotional depth of our two favorite supporting cast without ever taking you out of the epic adventure in Skyrenia.

— **John Paul Shirvanian**


FRAME
BY FRAME

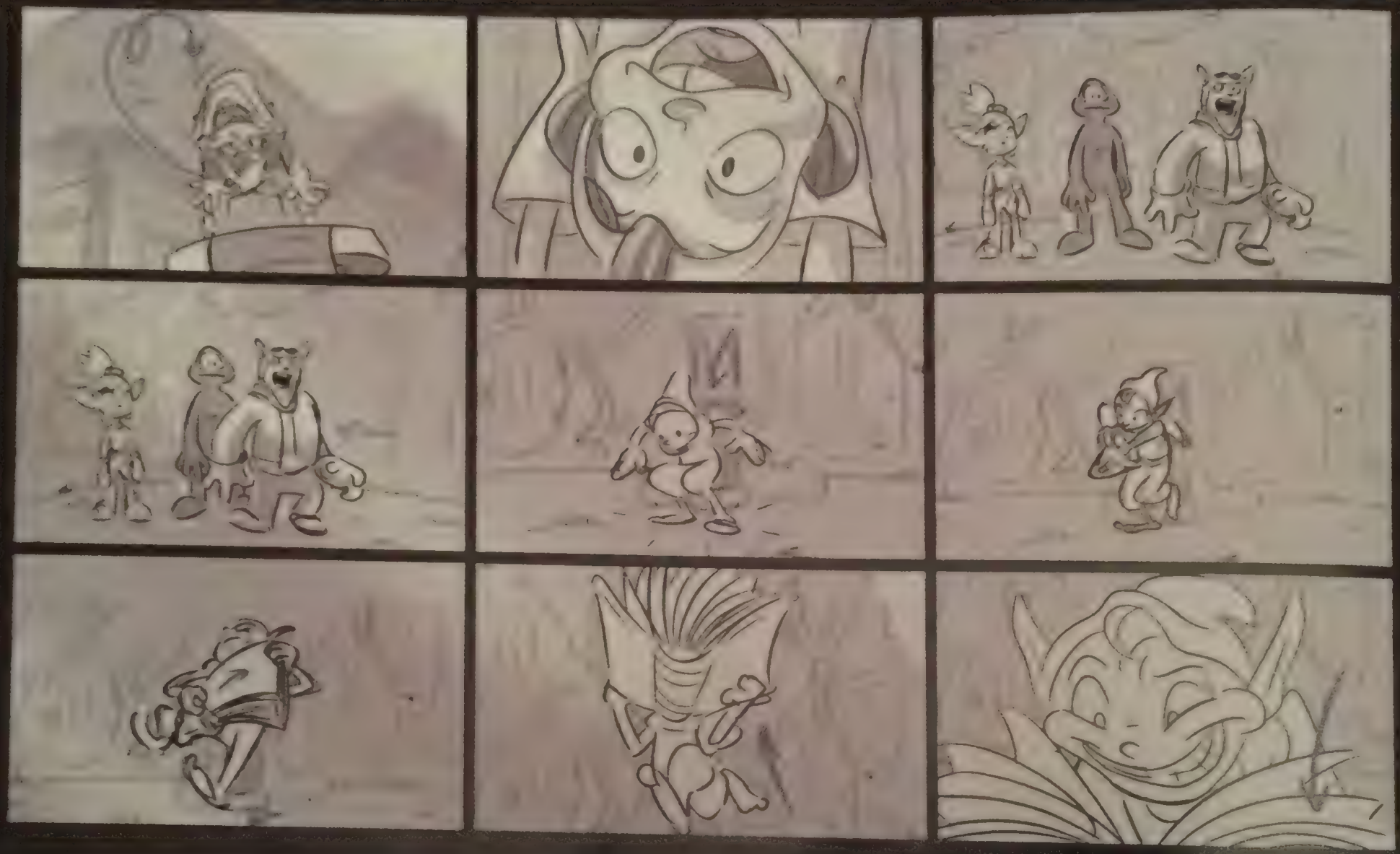
Storyboards

I love all of Brick Bowers' work. They are his very unique take on a pre-Barney period.

– Jeff Bellio

Final Cutscenes

Storyboards



Final Cutscenes

The Troubadours were brought a lot of [illegible] including being [illegible] while becoming their [illegible] semi-[illegible] and Dizzy [illegible]

–[illegible] A. Rodriguez

Storyboards

Final Cutscenes

Skylands is like a playground for your imagination. It's a place where up can be down and inside can be out. If you can dream it, I'm sure you can find it in the Skylands.

– Jeremy Russo

ez

sz

udio


clutch
THE ART OF SKYLANDERS: SUPERCHARGERS